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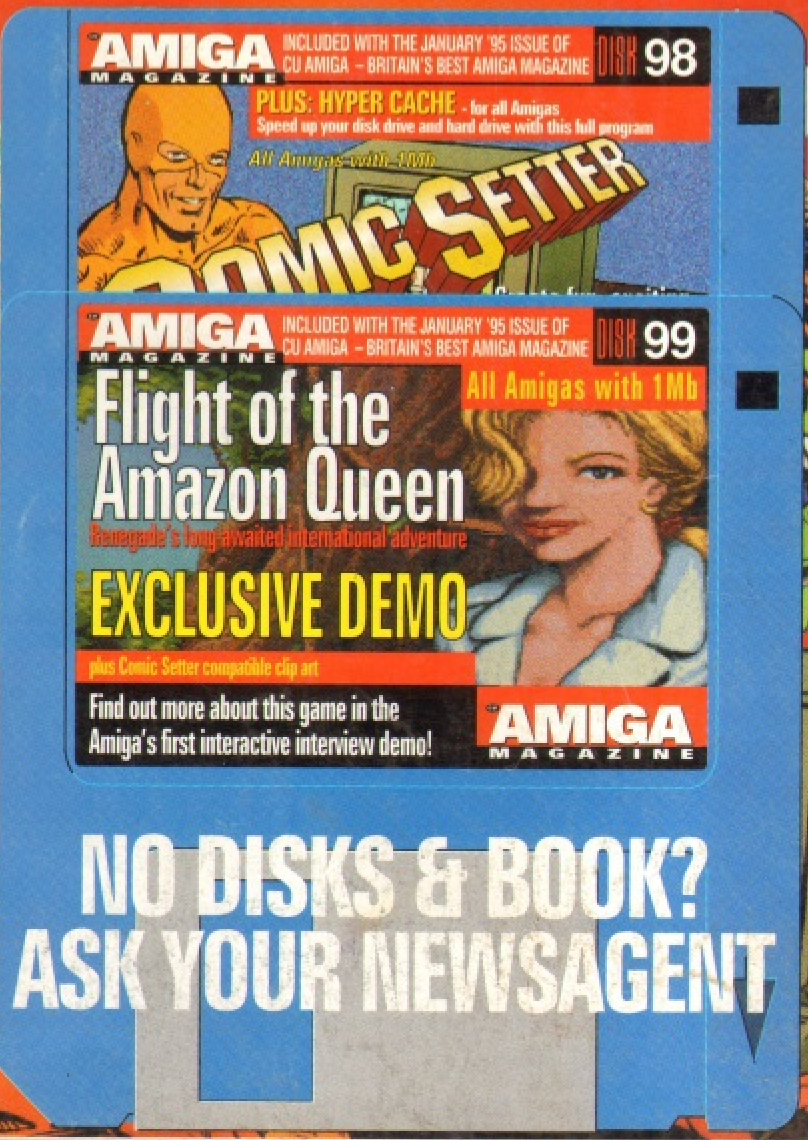


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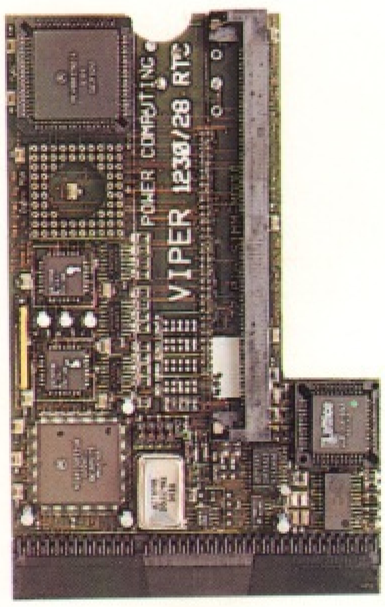
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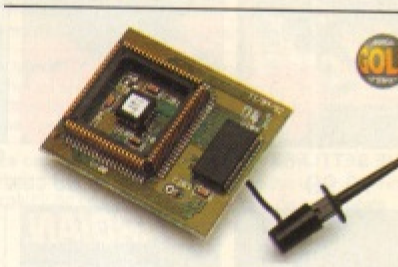
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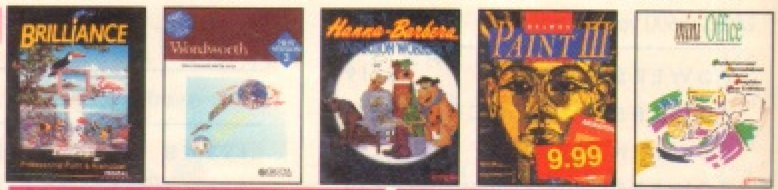
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EDITORIAL



You may have noticed a couple of changes on the front cover, and you're in for some more surprises in the magazine itself. This is all part of our commitment to providing you with a high quality magazine that's both easy to read and informative. A magazine you know you can trust.

Never change for change sake, always do so for a reason. Thus our score boxes have been simplified so that the information is more accessible to you and we've adopted one award for all products and software; the CU AMIGA MAGAZINE SUPERSTAR. But I would like to know what you think.

This Christmas has been both worrying and encouraging for the Amiga. There are still lot of worthwhile games and products coming out for it, but you have to really start worrying what will happen next year in the light of no more news from Commodore. People have been writing to us and phoning, wanting to know where to get an Amiga this Christmas, and whether it is worth buying one at all. In fact some unscrupulous dealers have been telling potential Amiga purchasers that they should buy a PC.

I can understand this from the dealers' point of view. They have a business to run and if Commodore, or Amiga International or whoever can't supply them with Amigas then they're bound to try and sell you something else. But do you really want to spend a grand for a machine that will be obsolete in two years? That's the way the PC market has been going. Some readers complain that the A500 they bought four years ago is not being catered for enough at the moment – talk to a PC 286 owner and you'll find out just how lucky you actually are.

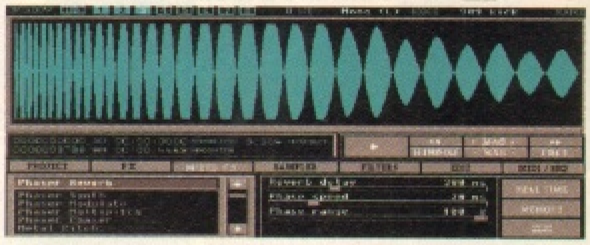
If you can find an A1200 for around the £300-£350 mark and can get a dealer warranty of at least a year, it still makes sense to buy.

Productivity

Among the delights in the issue we have the first review of HiSoft's Aura 12 bit sampler, and a no-nonsense look at the latest PageStream 3.0c. Then there's Final Data from the makers of Final Copy, VideoStage Pro, a smart new AMOS extension, and heaps more.

Get Serious





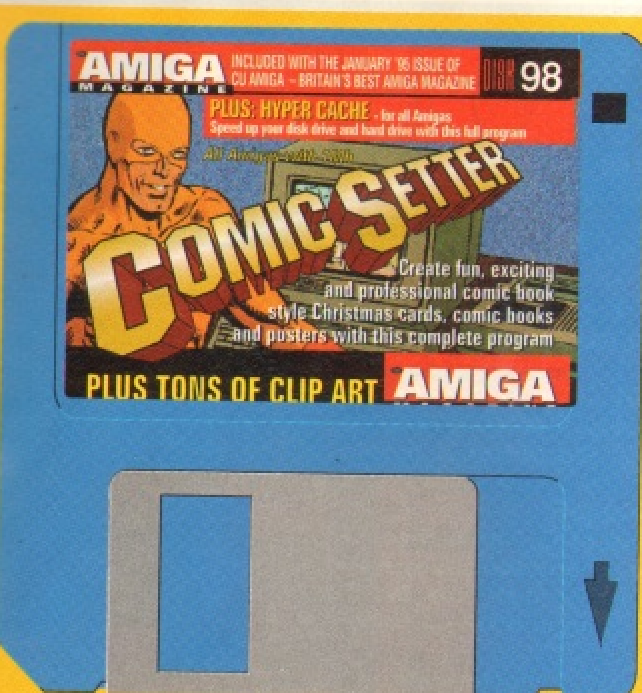


cover feature: MAKE YOUR OWN COMICS!

We've covermounted the fantastic *ComicSetter* and a full manual. Now we start you off putting this excellent package to use, showing you how to create your own superheroes' comic plus Christmas and birthday cards and and also how to create original clipart in *DPaint*. All in this month's cover feature starting on page 23.

contents

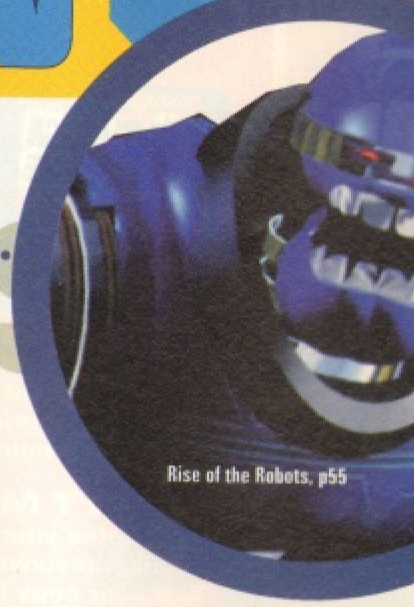
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DEPUTY EDITOR: Lisa 'cybersex' Collins

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ASSISTANT TECH EDITOR: Tony 'Wham!' Horgan

GROUP ART EDITOR: Jeff 'prison issue' Zie

DESIGNER: Helen ' bit handy with a Mac' Danby

TECHNICAL CONSULTANT: John 'handsome' Kennedy

CONTRIBUTORS: Peter Lee, Andy Mitchell, Vampyra, André Digard, Nik Lines, Rik Skews, Matt Broughton, Ernest Lee

COVER: Chris '... maybe if ...' Hughes

PHOTOGRAPHY: Mark 'can I get out of here please?' Gatehouse

ADS 'N' OTHERS

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AD PRODUCTION: Tina Gynn & Vicky (very worried) James

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1: Send your letters etc to the right department and please do not send a stamped self-addressed envelope.
2: Please remember that we have to write and produce your favourite magazine every month, so try to keep your correspondence short and to the point. Although we'd love to, we simply cannot reply personally to the hundreds of calls, letters, and faxes we get. Answers have to be through the pages of the magazine only.

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If you wish to advertise, or have a problem with a company advertising in CU AMIGA our advertising team can help. Contact Chris Perera on 071-713 5289, or write to them at CU AMIGA Advertising, Durrant House, 9 Herbal Hill, London EC1R 5EJ.

READERS LETTERS & TECHNICAL PROBLEMS

For general, non-technical, enquiries send your letters to Backchat, for technical problems send them to Q&A. Both are at CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

PD SUBMISSIONS

We get hundreds of new PD programs every week, but we're still hungry for more. If you've written a PD program that you're proud of send it to the PD ZONE, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

COMPETITIONS

CU AMIGA runs massive competitions almost every issue. To enter one of these simply put your name and address on the back of postcard, along with the answers and send them to us at the usual address. Competition entries are only accepted by post. One entry per person please and the editor's decision is final. Winners will be notified by post. Other rules may be printed from time to time.

SUBSCRIPTIONS and BACK ISSUES

If you're fed up with hunting around for CU AMIGA every month there's an easier way of getting your favourite monthly - subscribe! UK subscription is just £39.99 for 12 issues and you'll get a free book. The subscription hotline and back issues number is 0858 468888.

COVERDISK PROBLEMS

If you have a faulty cover disk then write or return your disk to our 3.5 inch people: CU AMIGA COVER DISK RETURNS, DISKXPRESS, Unit 3, Old Coalyard Farm, NorthLeach, Gloucestershire GL54 3EP.

COMMS

If you want to have your BBS mentioned in the CU AMIGA Comms column either Email Andy Leaning/John Kennedy or write to COMMS, CU AMIGA, Priory Court, Farringdon Lane, London, EC1R 3AU. Andy Leaning can be reached via Email as CUAMIGA@cix.compulink.co.uk, and John Kennedy as johnk@infosys.demon.co.uk. Please note any complaints or complements should only be addressed to Andy Leaning, not John Kennedy.

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Coverdisks



POW! ZZZAAAPPP! CRASH! Yes the latest issue of CU AMIGA has arrived, and with it comes not just a great games disk, but a stunning technical coverdisk and a complete 130-page manual to help you use it. So what can you do with it?

At the end of last month we sat around trying to think of ways to top December's gigantic cover-mounted *X-CAD* disk and 100 page guide book. After hours of painful brain storming we came to a conclusion. The answer to the question was simple: give an even better program away and include an even bigger manual! So this month you get the amazing *Comic Setter* program, tons on clip art on both disks and, wait for it, a full 130-page manual!

For the uninitiated, *Comic Setter* is a remarkable program that lets you create magazines, posters, books and even Christmas cards in classic pop-art/Comic book style. Fancy creating a unique Christmas card for Auntie Ethel – no problemo! Want a poster to brighten up the cold winter nights, no sooner said than done! Or maybe you're fed up with losing the lottery and want to make some money to buy more tickets. Simple, create a new *Viz* comic and sell the rights to it for millions. And *Comic Setter* lets you do all of this amazingly easily.

Tutorials

To help you get the most out of this amazing program, we've given away a complete 130 page manual. Even if you get stuck with the manual you can still follow our comprehensive tutorial later on showing how to create comics, make your own clipart, and go professional. And all courtesy of CU AMIGA Magazine.

For full details on how to use the technical cover disk first turn to page 12, then follow the manual on the front cover and our feature on page 23.



WHAT'S ON THE DISKS?

On the technical cover disk you'll find the absolutely brill *ComicSetter* program worth £50. Alongside this you'll also find a great program called *HyperCache* also originally worth £50 – this speeds up your floppy disk and hard drives – see the box out on page 10 for more details.

Also on the technical coverdisk is a collection of *ComicSetter* clipart tutorial files, and some seasonal Christmas clipart, which, with the tutorials later in this issue, will allow you to create your own Christmas cards. And, on the games disk you'll find some more explosive clipart to keep you going until next month when we'll be supplying even more *Comic Setter* clipart! What more could you want!

HyperCache



Do you find yourself waiting for files and programs to load? If so you'll love the other program on this months cover disk – *HyperCache*. This program originally sold for £50, but now it's yours courtesy of CU AMIGA. Once installed this program will dramatically speed up loading files and programs from floppy disk, hard drive or even CD-ROM drives.

It works by using clever software to store parts of the files and programs you'll next load into memory, then when you go to load them they are already in RAM and don't have to be loaded from the slow disk drive! This area of memory is called a cache and HyperCache uses very sophisticated software coding to anticipate what you will next load and then stores it in the cache. You won't notice any difference, apart from faster loading times, as HyperCache works in the background.

To use this program you'll need to install it. This is very simple, just follow these easy steps.

1 Copy the *HyperCache* program to the 'C' directory on your Workbench disk. To do this boot with your normal Workbench disk, double click on the 'SHELL' icon and then insert CoverDisk xx.

2 Type in the following:-
copy df0:HyperCache sys:C/HyperCache
copy df0:Summary sys:c/Summary

If you have a 68030 or 68040 Amiga – an A4000 for instance - you should use the specially supplied 68030 version of the software. Install this by changing 'HyperCache' in the above commands to 'HyperCache030'

To use HyperCache run the 'SHELL' program and then type in the command line telling *HyperCache* which volume you want to cache. Alternatively you can change the Startup-Sequence file (in the 'S' drawer) to start the program for you everytime the Amiga is started up.

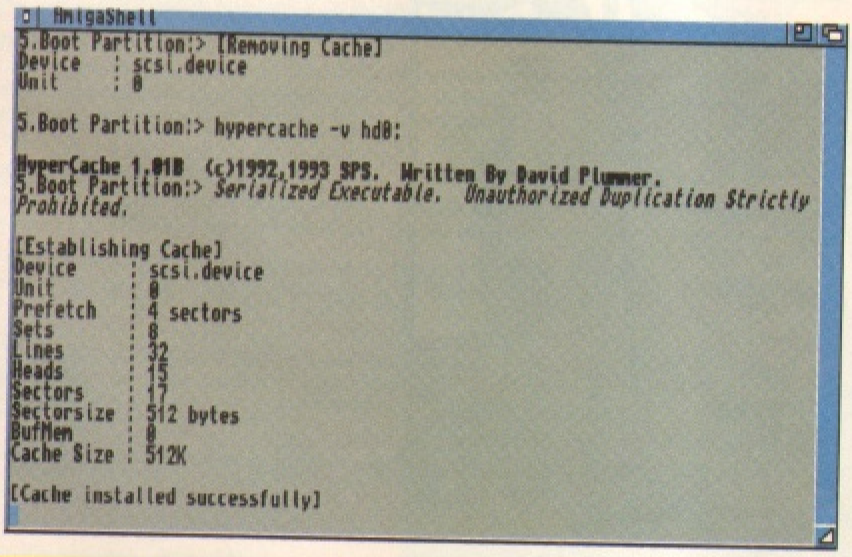
To turn on *HyperCache* so that it speeds up the floppy drive type in 'HyperCache -v DH0'. For the hard drive change DH0 to HD0, or whatever your hard drive is called. The '-v' tells the program to cache the volume of the following name.

Having done this the program is now installed and running, and any loading from that volume will now be much faster - in some cases up to 2200 percent faster.

Remember that if you didn't put the above line in your Startup-Sequence you will have to type the above in each time you reset or turn-on the Amiga.

If for any reason you want to turn off the cache for a volume type in 'HyperCache -v DH0 -q'. Note: you will need to change DH0 to the volume you wish to stop the cache of.

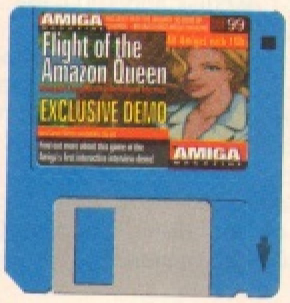
Next month we'll look at other parameters of *HyperCache* to set the amount of memory reserved for volumes.







Flight Of The Amazon Queen



Game demo and interview All Amigas with 1Mb

We've tried something different this month. Instead of any ordinary old game demo CU AMIGA has teamed up with Interactive Binary Illusions, Australian creators of *Flight Of The Amazon Queen* to do one that includes an interactive interview. This gives you the chance to not only see what the game looks and plays like, but also meet the programmers and artists and find out how they've put the game together.

Before you start playing make sure to write protect your disk. If you have any problems consult the coverdisk loading instructions on page 12, but you shouldn't: just insert the disk and click on the Queen icon. It will automatically decompress and the game will start running immediately.

You will enter the game via a Zeppelin which transports you to the Amazon basin where a beautiful young lady is waiting to trade small talk with the main character. In the full game the main character is Jack T. Ladd, but in this demo he is known as Alan Dykes – you've got it, our dear editor is doing an investigative journalist bit. Lucky devil, he gets to go to all the best holiday destinations.

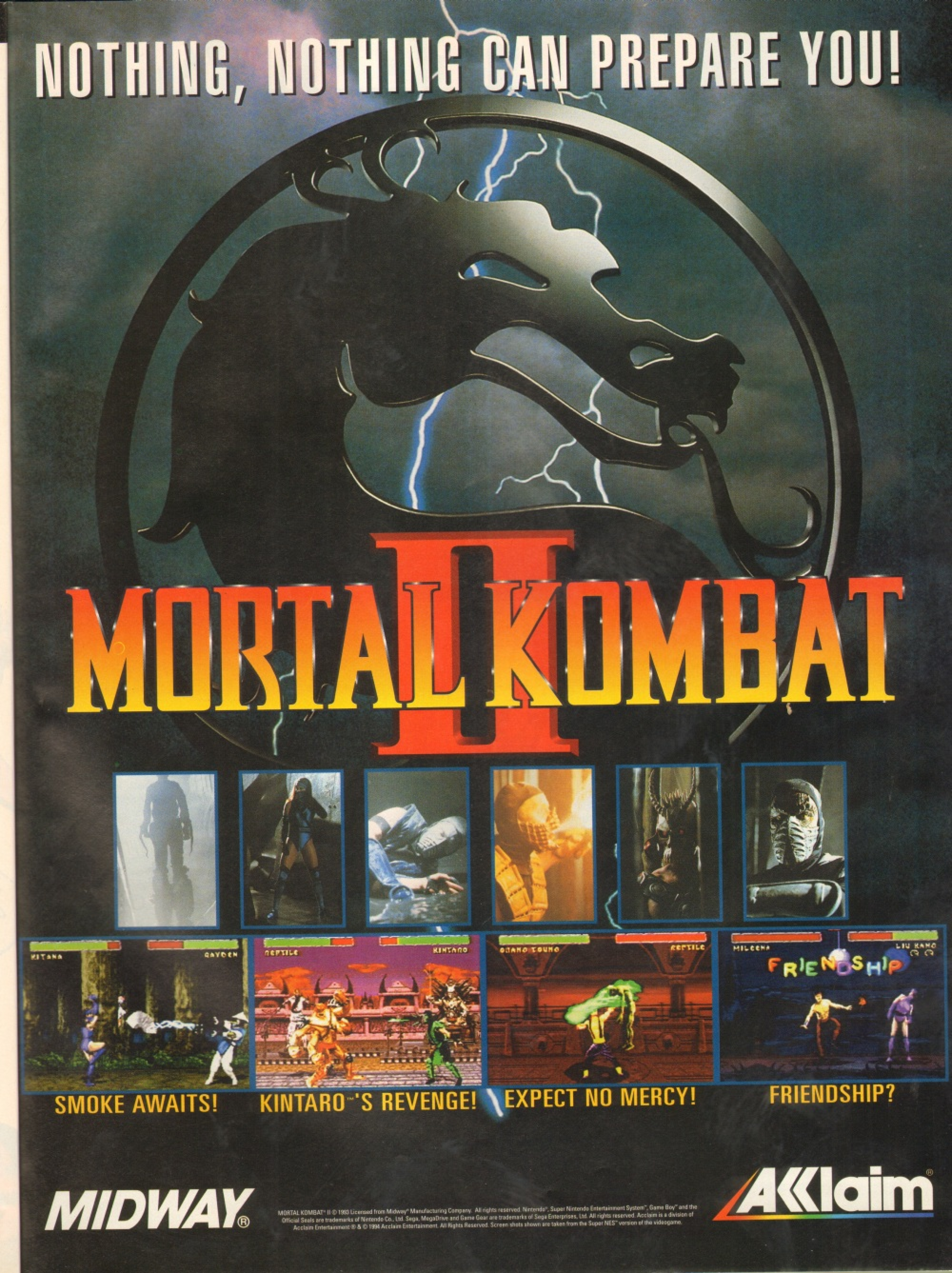
Having talked to the babe your next task is to get into the Binary Illusions Headquarters, which is secured by a coded keypad. Thus the first puzzle task is to find out how to get in.

Use the icon bar at the bottom of the screen to talk to people, use the keypad and move about.

Once you get into the cavern that the programmers work in then you can explore it a little and trade witty banter with them in a strange cross-cultural Irish-Australian manner. The graphics are excellent, the words are funny and the control is easy. You'll love it.






NOTHING, NOTHING CAN PREPARE YOU!
MORTAL KOMBAT II
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KINTARO™'S REVENGE!
EXPECT NO MERCY!
FRIENDSHIP?
FRIENDSHIP
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How to load your coverdisks



IF YOUR DISK WON'T LOAD

If your coverdisk doesn't seem to work as it should, then follow this simple guide. Firstly, remove all unnecessary peripherals, such as printers, modems etc. Sometimes trapdoor memory expansions will interfere too. Follow the instructions on these pages to the letter, and if, after that, you find that the disk still doesn't work, call the DiskXpress helpline on: 0451 810 788 between the hours of 10am and 5pm from Monday to Friday.

If they advise you that the disk is faulty, fill in your details in the form below, and send this form, along with the disk and a 28p stamped self addressed envelope to the following address:

CU AMIGA DISK RETURNS, DISKXPRESS, UNIT 7, WILLOW COURT, BOURTON INDUSTRIAL PARK, BOURTON-ON-THE-WATER, GLOUCESTERSHIRE GL54 2HQ.

NAME..

ADDRESS..

TYPE OF AMIGA OWNED..

DISK NUMBER..

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK..

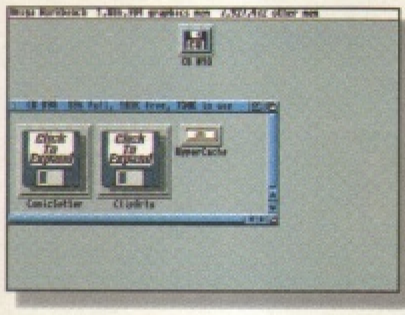
HOW TO LOAD COVERDISK 98

WRITE PROTECT YOUR COVERDISK!

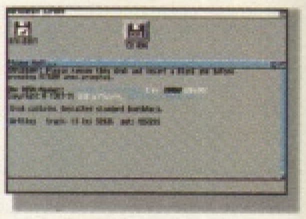
This month we went a bit over the top and packed loads onto the disk, and in order to do this we've had to compress each part. This means you'll have to decompress them before you can use them. The end result will be a full working version *Comic Setter*, a clipart disk and of course the complete version of *HyperCache* to speed up your hard drive and floppy access times.

Before you decompress the files, make sure you have two blank disks and your Workbench boot disk handy. The blank disks do not need to be formatted because they will be over-written – so check that they don't contain anything you need. Follow these instructions to expand disk 98 and then use the disks.

1. Insert disk 98 into the internal floppy disk drive of your Amiga and restart the Amiga. The disk will boot up to a Workbench screen.
2. Double click the mouse on the CU 98 disk icon.



3. Double click on the *Comic Setter* icon.
4. After a short while the Amiga will ask you to insert a disk in DF0:. Now replace the coverdisk with your first blank disk. This disk must be write enabled (the small tab in the corner will be closed).



5. Then press the Return key.
6. Replace the coverdisk when asked to do so.
7. Double click on Clipart icon.
8. Replace the coverdisk with the second blank disk and press Return.
9. Finally replace the coverdisk when asked to do so and you're sorted.

LOADING COMICSETTER

Once you've finished decompressing the *Comic Setter* and Clipart disk, insert the *Comic Setter* disk and restart your Amiga. The to get the full benefits of the program and instructions on how to use it refer to our cover-mounted Comic Setter guide..

USING HYPERCACHE

For instructions on using *HyperCache*, turn to page ten for details of how to install and use this stunning package.

HOW TO LOAD COVERDISK 99

LOADING FLIGHT OF THE AMAZON QUEEN

To use this playable, interactive interview and game demo of *Flight of the Amazon Queen* simply put the disk in your internal disk drive and reset your Amiga. The game will autoboot and you start playing straight away. Refer to page ten for playing instructions.

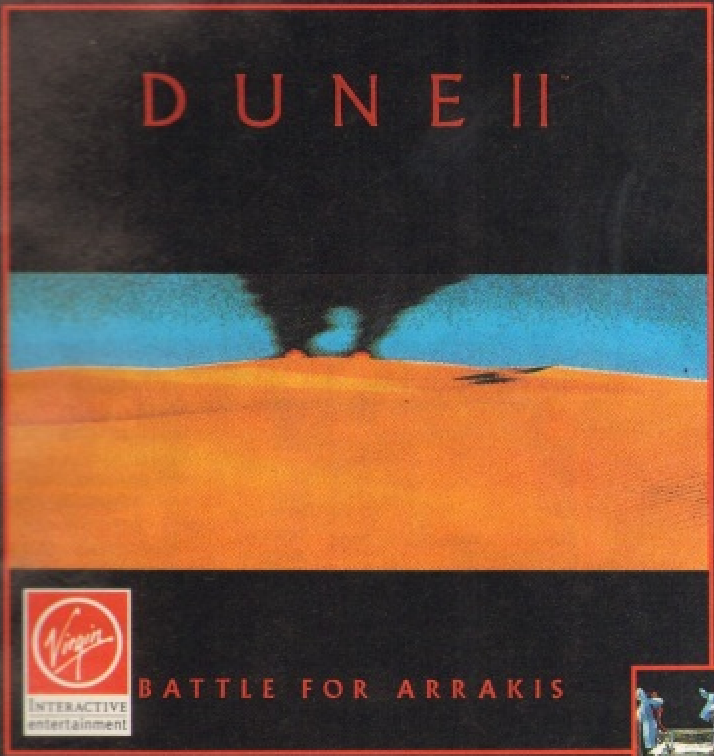
EXTRA CLIPART

In a fit of generosity (hey it's Christmas!) we've also placed more clipart on disk 99, in addition to the tutorial clipart on disk 98. These need no further work to use them and can be loaded directly into *Comic Setter*, follow our tutorial later on in this issue for full instructions.

DISK VIRUSE

We go to considerable lengths ensure our coverdisks are complet free of viruses. Each disk comp goes through stringent disk check procedures and the latest anti-vi software. However, we cannot acc any responsibility for possible dama incurred by viruses or faulty di which have escaped our attenti

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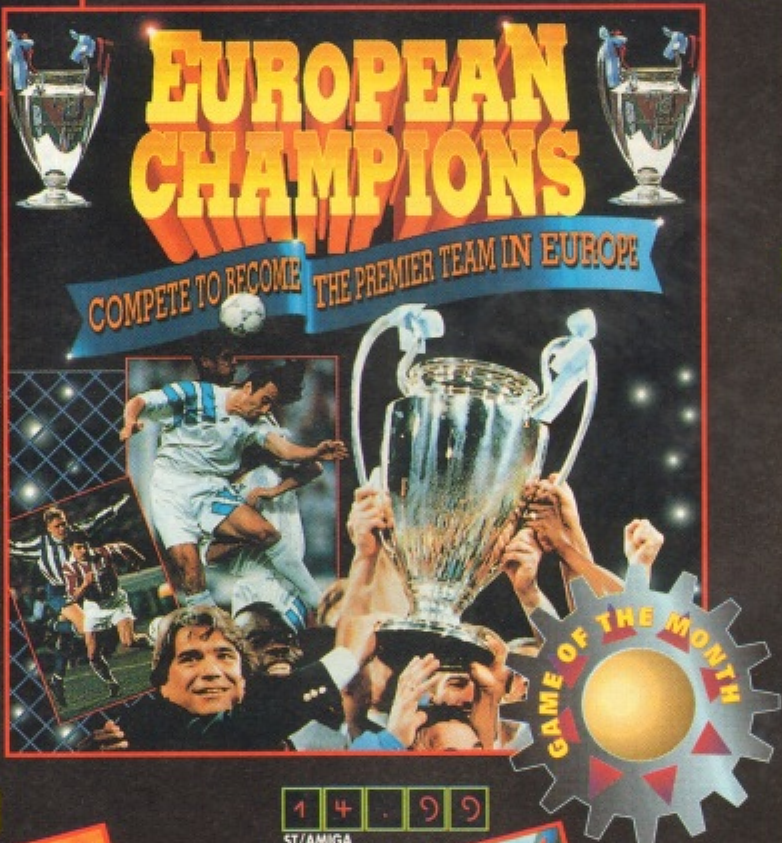
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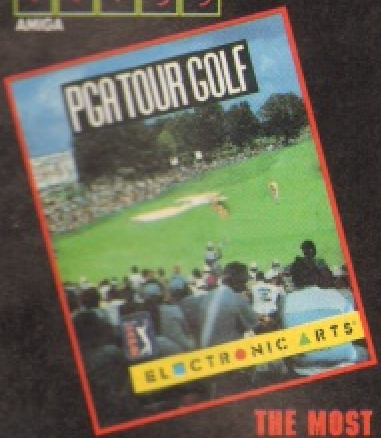


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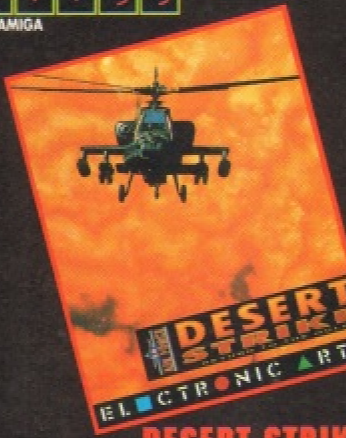


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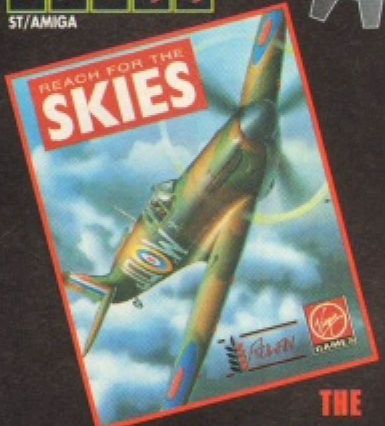


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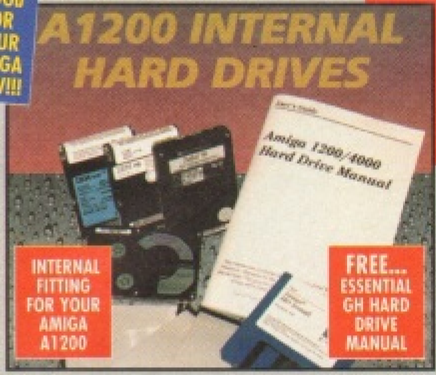


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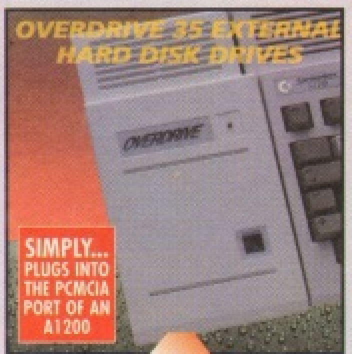
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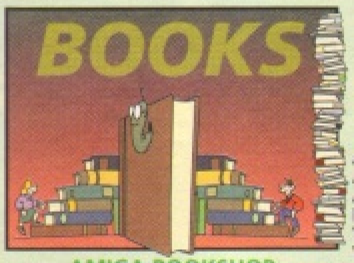
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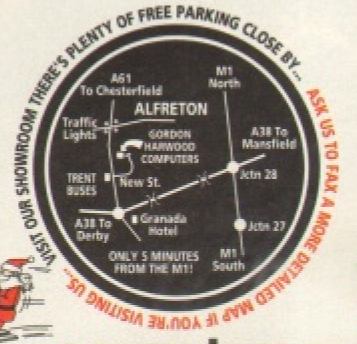
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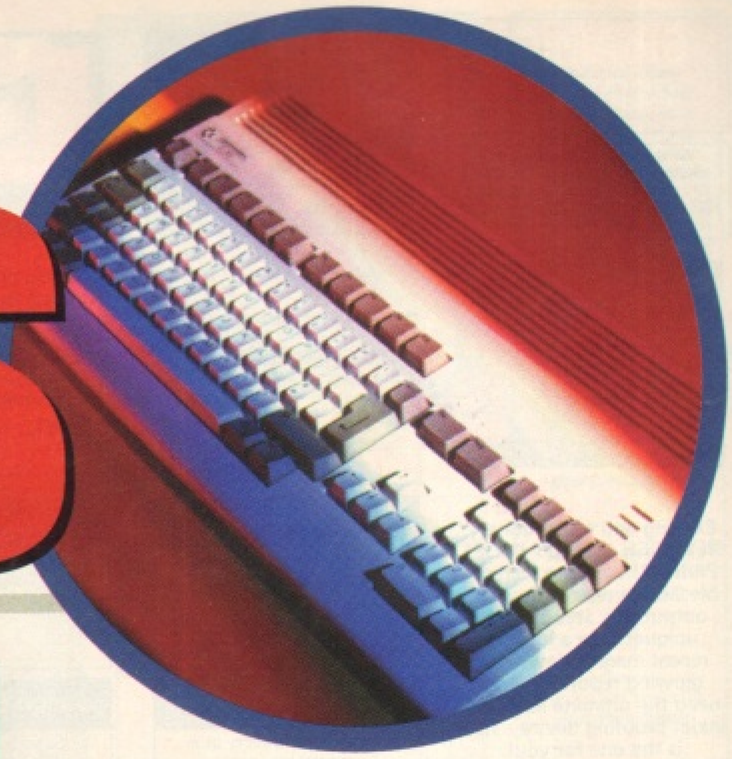
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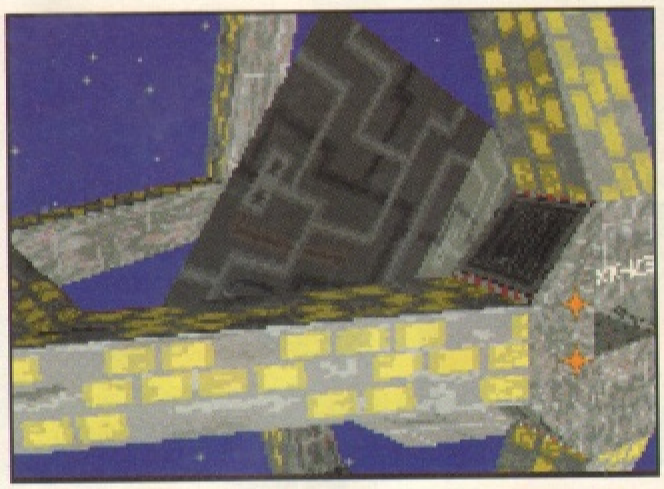
Third Encounters

A sequel to the excellent *Frontier Elite II* will be beaming on to an Amiga near you soon. *First Encounters* promises tons of new features all in glorious 3D. Features include new cityscapes and rural landscapes, better ships, improved combat techniques and new in-game journals which will keep you up to date on all the goings on in the Universe around you.

And what sort of evil mutants are up against you on this outing? Its time for the Thargoids' return. Remember them from *Elite*? We hope to have a preview of what should be a stunning game soon. ■



▲ Just look at those scrummy graphics – gimme, gimme, gimme.



▲ I can't stand it anymore even more fantastic graphics. I WANT THE GAME NOW.

HiSoft's Christmas Hamper



HiSoft are set to release a trio of Amiga products: a new Comms package, an expansion for C programmers, and a PCMCIA SCSI interface for the A1200 and A600.
HiSoft have burst into activity, and just in time for the World of Amiga Show and Christmas, releasing three brand new products. The new communication software package allows the Amiga to work with modems. Until now Amiga Comms programs have been only been available from PD libraries, there were no full commercial packages on the market, this is mainly due to the high quality of titles already available from public domain libraries. HiSoft's program,*Termite*, is reportedly far better than the PD programs and HiSoft are confident that it will set new standards for Amiga comms software. Amongst its features are *ARexx* support, fully configurable setup, and an icon tool bar for common actions.

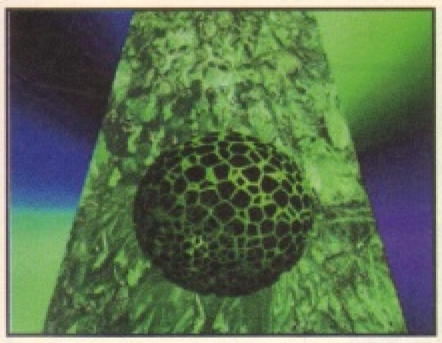
Their second product is a new games creation expansion for C and assembler programmers. *GameSmith* is a collection of powerful libraries and routines to make development of games in C and assembler quicker and easier. It also comes with an integrated shell environment to further aid development.

The final product from HiSoft will probably go down as one of the best products of the year if it's as good as initial reports suggest. Building on the sudden wave of PCMCIA expansions for the A1200 of recent months, and following the CU AMIGA campaign for more PCMCIA products, HiSoft are to launch a SCSI PCMCIA interface. The product will allow A1200 owners to connect SCSI products (Syquest drives, tape back up systems, and CD-ROM drives) to

Coldcut's Pipe



Long-time Amiga supporters, the Coldcut-Hex collective have released 'Tone Tales From Tomorrow' a CD compilation of gorgeous ambient chill-out tracks, featuring the talents of the silver-suited Mix Master Morris among many others. Although the Amiga didn't play a major role in the production of the audio, it was used extensively in the creation of the CD cover and its mini booklet inlay. The CD has been released to calibrate the birth of Pipe, which sees the group's audio and Amiga-generated visual works available from an Internet World Wide Web site. The CD is available for "under £10 in the shops"). You can contact Hex by email at pipe@hexhq.demon.co.uk. ■



▲ One of the many Amiga-created images from the Tone Tales from Tomorrow CD inlay, released to celebrate Pipe, the new Internet project from Coldcut.

their system and take advantage of the high speed transfer rates that SCSI peripherals offer. Internal testing at HiSoft has already showed transfer rates of 1.3Mb per second on even slow SCSI devices.

As it's a SCSI interface, A1200 owners will also be able to use SCSI CD-ROM drives to play CD32 games, and HiSoft are working hard to make it as compatible as possible. At the time of writing it could already play CDXL animations and the James Pond CD32 game. Best of all is that the SCSI interface, complete with manual, and a comprehensive collection of software will sell for a remarkable £69. At this price point for such a specification interface HiSoft have a winning product on their hands. HiSoft can be telephoned on 01525 718181. ■

Directory Opus Upgraded

A new version of the Amiga's best file manager *Directory Opus* is to be shown at the World of Amiga (December 9th-11th). Version 5 is a major upgrade over the previous award winning incarnation and is packed with new capabilities and features.

Amongst its more salient points is full internal multi-tasking. Every requester will run as a separate program, meaning that you can set a process going and perform other operations in *Directory Opus* before it's finished. The program will also be far more configurable than previous versions and supports icons as well as text buttons. It will also be possible to use it as a replacement for Workbench – the Amiga using it as its default environment. There's more too.

CU AMIGA will have an exclusive preview of *Directory Opus V5* next month. The new version will be available from Wizard Developments on 0322 272908, priced at £59.95 in early December. ■

New Video CDs

The first budget Video CDs are to appear thanks to CD Vision. Seven CDs will be available at a price of £9.99 each, three of them being adaptations from the TV program Eyewitness, covering the habits of sharks, horses and cats whilst the remaining three will be collections of cartoons where Bugs Bunny, Daffy Duck, Popeye and Superman all make an appearance.

CD Vision are also offering a range of higher priced VideoCD films, including *Return of the Dragon: Bruce Lee Fights Back from the Grave*, *Rock Legends*, and Sharon Stone's *Victimised*. And before you rush out, remember that *Victimised* was made when Ms Stone was 15 and contains no sex or violence, *Basic Instinct* it isn't!

CU AMIGA should be reviewing these and other recent Video CDs next month. In the meantime you can contact CD Vision on 0171 240 7764. ■



No TFX Yet

This time last year we were all raving about the possibility of *TFX* arriving out on Amiga. There were voices of dissent though, mainly because of the question of graphics and speed, but everyone was excited nonetheless. Six months later the excitement had, quite rightly, died down because it was never released. But jaded hacks like us always live in hope and cheery Nick Clarkson, Ocean's PR man reckons that it will be released "early next year". The reason for its long delay is basically a question of speed (as we thought), but the code has already been converted and worked on and runs smoothly on machines with plenty of RAM. What will it be like on basic A1200s we wonder? ■

Super StreetFighter 2

Does the name sound familiar? Have your console pals been going on about it? Have you thought that, like *Mortal Kombat II*, it probably wouldn't be available on Amiga? Well fear not, US Gold have promised a conversion in the spring. With faster gameplay, new moves and updated graphics is could even rival *Mortal Kombat II* in terms of publicity. But will it play well? We'll see. ■

There's a lion on the loose...

More good news from Virgin, converters of the frankly superb *Aladdin*. Their relationship with Disney seems to know no bounds, nor does their enthusiasm for our fave machine. Featuring the same sort of quality cartoon graphics seen in *Aladdin* this is yet another platformer where you play Simba, the Lion of the title, at different stages in his life and jump around gorgeous platforms, roll, climb things and generally kill off enemies in a rather lion like manner. More next month. ■

20 Inches!

Eizo have unveiled a new 20" Trinitron monitor. The Eizo FlexiScan T662 has a resolution of 1280 x 1024 with a refresh rate of 80Hz. It also features energy saving technology which automatically shuts the monitor off when not is use, reducing energy consumption by up to 95% according to Eizo. Eizo are on 0483 757188. ■

Interplay Price Drop

The Amiga CD authoring system *Interplay* has been reduced in price. It falls from £995 to £750. For further details call Optonica on 0455 558282. ■

Costly Loss

If you think Commodore have got problems you'll feel doubly sorry for Sony. The consumer electronics giant has written off £1.6 billion from the value of its movie studios in the US. Sony is reported to have already poured a further $8 billion into the movie studios! With write-offs of this scale, the Commodore situation looks almost positive! ■

A Longer Wait for Dragonstone

You might have been wondering what happened to *Dragonstone*, October's fantastic coverdisk demo. Well, those cunning folks at Core Design have been adding some finishing touches to the product and it should be released just before Christmas. It looks good, has got a tad more difficult and should be a hit with the *Zelda* brigade. Watch out for our full review of the finished product next month. ■

Football Glory Tops the Charts

CU AMIGA's November review and coverdisk exclusive *Football Glory* topped the Amiga games charts last month and fans of the title have got even more good news coming. Black Legend have signed Croteam to do an indoor football version which will be even faster and zanier than the original. ■

Fighting Talk From Gremlin

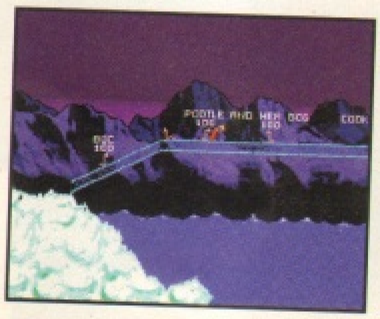
Gremlin Interactive are releasing a new and unpublicised fight game in time for Christmas. Called *Shadow Fighter* it's a *Streetfighter 2* style beat 'em up but that's all we know about it at the moment – a blanket of secrecy has been drawn over it. There's going to be tough competition for it though with *Mortal Kombat II* and *Rise Of The Robots around.* ■

Christmas Cards

Visual Promotions are selling a range of four Christmas cards, with images based around a combination of Christmas and computer technology. The cards are priced at £1.65 each or £6.00 per set of four. Visual Promotions can be reached on 01303 230844. ■

Earthworm Sim?

Team 17 are on the rampage after Christmas with two animal-related games, due out in February and April respectively. They are *Pussies Galore*, featuring feline felons and a moggy mega-hero (given the First Impressions treatment on page 35) and what could be the biggest game of next year, currently titled *Worms*. *Worms* is shaping up to be the *Lemmings* of 1995, with a deadly combination of tactics and combat action. The best way to describe it is that it looks like a cross between *Cannon Fodder* and the aforementioned Psygnosis super hit. In Worms you and what could be a large amount of friends will control armies of annelids, dead set on destroying each other. It promises to have cute and expressive worm graphics allied to high tech and high explosive weaponry. We're all very excited about it here on the mag! More details, hopefully, next month. ■



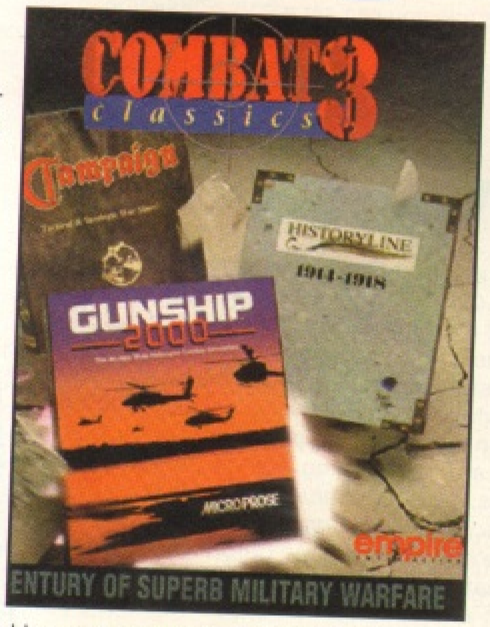
▲ **Worms. Cute and well armed.**



▲ **Er, yes. Absolutely fabulous dahling.**

Empire Building

Looking for a compilation that combines strategy, tactics and close quarter combat in one box? Well Empire's *Combat Classics 3* could be just what you're looking for. In fact the name is a bit misleading, it might have been better more aptly-named *Simulation* or *Strategy Classics*, but this doesn't sound half as exciting. However, for strategy and sim fans it could be an essential Christmas purchase with three big name titles (and a truckload of disks I'll warrant!): *Gunship 2000*, *Campaign* and *Historyline 1914-1918*. Ah yes, those memories of sleepless nights. *Combat Classics 3* retails for £34.99. ■





New Modem

U.S. Robotics has launched a V.34 version of its budget priced Sportster fax modem. Offering speeds of up to 28,800bps uncompressed, at just £299 the modem is certain to be popular this Christmas.

The Sportster 28,800, which includes the ability to send and receive faxes at 14,400bps is aimed at serious Internet users, and corporations who want high speed communication for field workers.

U.S. Robotics is, according to market research company Dataquest, the UK market leader in high speed modems. They recently announced For further details contact U.S. Robotics on 0753 811180. ■

Amiga Prolog

Grange Technology, specialists in computer programming languages, are to released an Amiga version of Prolog – a high level programming language, which is often used in artificial intelligence software.

GT-Prolog is written to meet masses of standards, being a full implementation of the Edinburgh dialect of *ProLog* which has been adopted as the basis of the British Standards Institute (BSI) and International Standards Organisation (ISO) in efforts to standardise the language.

This version of the software features a full range of data types (32-bit integers, double precision reels, strings etc) and provides several optimisation techniques including Tail Recursion optimisation, In-line arithmetic Evaluation and Argument indexing/hashing.

Graham Thwaites of Grange Technology said "*Prolog* has gained widespread and justified acknowledgement of its power and simplicity both in the fields of symbolic processing and Artificial Intelligence", continuing "We are very pleased to bring this capability to the Amiga community".

GT-Prolog requires 1Mb of RAM, Workbench 2 or later and costs £89.95 inclusive of VAT and postage.

Grange Technology are on 01235-851818, e-mail gtpam@gtech.demon.co.uk. CU AMIGA Magazine should have a review *GT-Prolog* shortly. ■


CANNON FODDER
2
CANNON FODDER 2 • ONCE MORE UNTO THE BREACH Your battalion's on the march, there are snipers around every corner and you've forgotten to pack your sandwiches. This is the grim reality of modern warfare. Now you can experience it for yourself, as the battle-hardened troopers we lovingly call Cannon Fodder, cock their rifles, prime their grenades and march off into battle once more. They won't all come back, but that means more sarnies for the rest of us, so chin-up.
Sensible SOFTWARE
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Virgin

PC Emulation Sensation

PC Task, a software program that allows the Amiga to run PC compatible software, has been upgraded. Version 3 can run *Microsoft Windows 3* and *3.1* software, supports up to 256 colours on AGA Amigas, and provides comprehensive support of PC hardware by adapting existing Amiga hardware.

The list of PC hardware supported includes most of the common PC video standards (MDS, CGA, VGA and SVGA (512k-2Mb), hard drives, PC mouse and PC speaker emulation, and up to 16Mb of RAM.

PC Task version 3 runs on Amigas with Workbench 1.2 or greater and costs £79.95 from Emerald Creative (tel: 0181-715 8866). Emerald are also offering CU Amiga Magazine readers an upgrade from PC Task 2 for just £34.95. Windows and MS-DOS are not supplied.■

The One Amiga Scoops Mortal

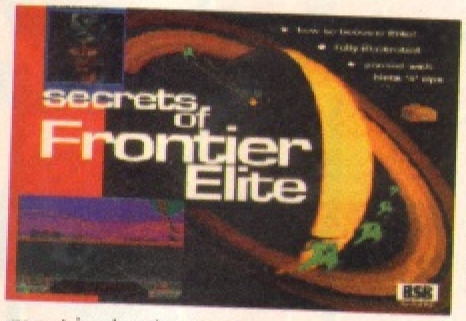
CU Amiga's sister magazine The One Amiga beat allcomers by winning the first exclusive *Mortal Kombat II* coverdisk demo for their December issue. While other mags offer exclusive previews and reviews of *Mortal Kombat II* and its rival *Rise of the Robots*, The One Amiga is the first magazine to offer you playable demos of both Christmas Blockbusters, so you can make up your own mind as to which is the king of the beat 'em ups. The December issue of The One Amiga is on sale now. Find it where you bought this copy of CU Amiga Magazine.■

Video Clipart CDs Bonanza

Almathera have released two new CDs for CD-ROM equipped Amigas. The Amiga Desktop Video CD is not as it's name implies a Video CD title, but rather a disc packed with amateur and semi-professional video and ray tracing subject matter. Included are Postscript Type 1 and anti-aliased fonts, over 150 3D objects for use in any rendering program (*LightWave*, *Imagine* and *Sculpt 4D*), 100Mb of textures and backgrounds, and several PD utilities. Their product is a PD collection from Club Amiga de Montreal. Containing two CDs the CAM collection contains over 950 disks' worth of games, utilities, applications, images and sound files.

The CAM collection is priced at £24.95, whilst the Amiga Desktop VideoCD costs £14.95. Both are from Almathera on 0181-687 0040■.

Frontier Guide



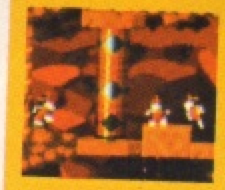
Frontier is a revelation in terms of extended gameplay. The long-awaited follow up to *Elite* is one of the most in-depth strategy games available, so someone just had to write a book about it. And that someone is none other than our favourite heavy metal head and erstwhile CU AMIGA Magazine games editor Tony Dillon. The book is published by Bruce Smith Books and sells for a tenner. So what do you get for this outlay? Well quite a lot actually. This book is very accessible and well designed, so for those struggling to compete in the great wide universe it's rather useful. Unlike some previous Bruce Smith books, where the text has taken over the page and could be quite weighty and difficult to follow, Tony Dillon provides the reader with the right amount of information at the right pace and it's a reasonably enjoyable read. He's also kept it simple – reasoning that if you buy a book like this you really do need help with the game so there's no use blasting the reader with too much, too fast. The price is a bit steep but if you know someone who loves *Frontier* it would make a great Christmas present. ■

KIXXStarting the CD32

Kixx, US Gold's budget and compilation arm, have signed a deal with Millennium to publish what could be the best value games available this Christmas for the CD32. They're releasing four budget CDs, namely *Brutal Football*, *Morph*, *Robocod* and *Global Effect*. All will have enhanced digital soundtracks, and the best part is that they will all have a recommended retail price of £9.99. *Brutal Football* wasn't very good but becomes a lot more acceptable at this price, *Morph* likewise. *Robocod* is the pick of the bunch without doubt, and some of you may already have *Global Effect* from the CD32 in - box game set. Oh well!

Even more good news from Kixx. They've got two big compilations on the way for Christmas, under the title of *Classic Collections*. These collections have been put together from the product of two well known software developers; Lucasarts and Delphine. At £29.99 both of them feature products that you'll doubtless already be familiar with. The LucasArts compilation includes *Monkey Island 1*, *Indiana Jones and The Last Crusade*, *Loom*, *Zak McKraken and the Alien Mindbenders* and *Maniac Mansion*. – They may be old, but they're still classics nonetheless. The Delphine compilation contains *Flashback*, *Another World*, *Cruise For A Corpse*, *Future Wars* and *Operation Stealth*,– the first three of which make this a superb buy. And it's the same price, £29.99. Kixx are on 021 606 1808. ■

Help For Stuck Lemmings



As *Lemmings III* draws ever closer what better way to get yourself ready than completing its earlier incarnations: *Lemmings*, *Oh-no more Lemmings* and *Lemmings 2– The Tribes*. How, how, how? Well rush down to your local newsagents and grab a copy of *Lemmings: the solutions*, price: £9.95. Contact Kuma Books on 0734 844 335 for more information. ■

Pulling Power

Last month in Q&A we ran a competition asking for the name of the advert on the other side of a previous modem review. The review had been censored in Saudi Arabia because of this advert. The advert was from GKS Research, advertising their Androstenone Pheromone spray, which according to the advert, will attract girls. The winner of competition is Mr. E. Carrer of London. A sample of the spray is on its way to you Mr Carrer. Have fun!.■

X-CAD Update

Due to changes in suppliers, the company and telephone number printed in the *X-CAD* manual for upgrades was incorrect. To upgrade your coverdisk contact Emerald Creative on 081 715 8866.■

Hypercache Upgrade

You've got the impressive *HyperCache V1* from this issue's coverdisk, and you've probably read the review of *HyperCache V2* later on in this issue.

If you haven't read the review of version 2 here is a brief summary of the differences:

- **Much easier to use -**
Now comes with a simpler install routine.
- **Now caches saving as well as loading -**
Saving and writing speeds are now dramatically improved.
- **Additional Utilities -**
Programs are supplied revealing the status of the cache and more
- **Complete manual -**
A full manual is supplied.

Now you're probably asking how you can upgrade:

The answer is simple! Complete the coupon below, and send it complete with a payment of £19.99 to Wizard Development, PO Box 490, Dartford, Kent DA1 2UH.

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AMIGA MAGAZINE

ESP Sports Management

PROFESSIONAL FOOTBALL MASTERS 5 VERSION

The Most Innovative Football Management Game Ever.

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, we've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following our numerous leads in this field.

It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

Managers : 1 to 4 Human players, Performance statistics, Manager of the month/season, Pick any team in any division to start with, Automated features to make the game as easy or hard as you like.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.)

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent, a plethora of statistics.

Players : Real life statistics for 94/95 season, updated monthly. Real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Tactics (1000 different combinations), Training, Aggression, Formation allows specific player field settings (Winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances.

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, Over 30 options to set various game preferences, User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's** coming soon.

Editor: Allows you to amend various items in saved games. Optional Extra.

Places now available in our 94 manager PBM service and a limited number of Play By Mail operator licenses. Call Us For Further Details.



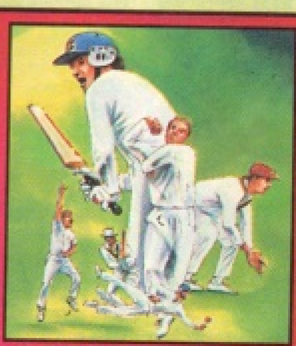
THE PULSE Horse Racing Tipping System

If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advise contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and top class technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well know bookmaker, rejected in favour of supporting the public. • A wide range of built in statistics make rating a race a quick and easy job, compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended . If the general program guide-lines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending the on length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-



PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

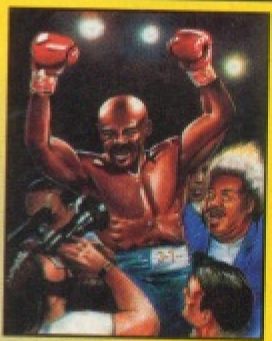
FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catch, run outs.
- Bouncers, wides and no balls.

BOXING MASTERS



A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities. ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available, Sparkling graphics are used throughout the game and full details on the games major concepts follows:-

- The game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.
- Negotiate fight deals with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.
- Choose any one of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public brawls etc.
- You can appoint and fire a scout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.
- Your boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.
- A variety of tactics can be utilised during a fight; i.e. punch to the head, the body, inside and numerous time-wasting tactics.
- Fifteen ringside judges each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.
- A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility • Comprehensive instruction book.

Formula 1 Challenge VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.

- Watch races as they unfold, three levels of highlights.
- Crashes, spins, pile ups, car failures, stop/go penalties.
- Weather changes, fastest & record laps, make pit-stops.
- Four independent levels of difficulty.
- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills
- Complete engine and tyre contracts, sponsors.
- Choose tyre compounds, train your pit crew.
- Tune your engines, change wing settings.
- Qualifying, 16 accurate championship circuits
- News section, realistic sound FX, weather forecasts.
- Load/save games, statistics saved, latest FISA rules.
- Full drivers and constructors championships.
- Fully descriptive instruction book.



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FAX. (01702) 613747

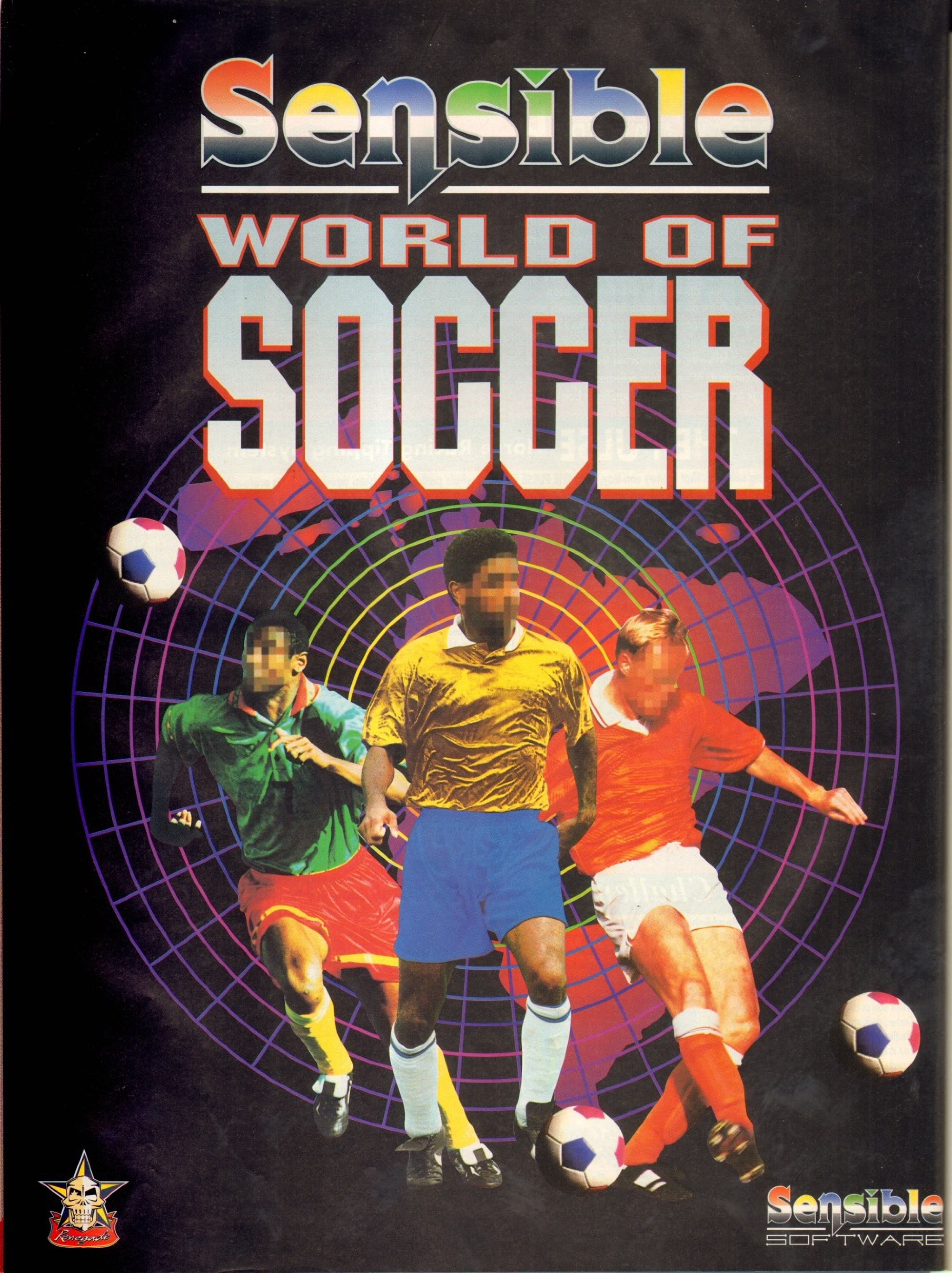
MAIL ORDERS

All the programs featured in this advert are available by direct mail.

ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.	DESCRIPTION AF	PRICE	TOTAL
					PROFESSIONAL FOOTBALL MASTERS 94	24.95	
					P.F.M. EDITOR	12.00	
					THE PULSE - RACING SYSTEM	75.00	
					BOXING MASTERS	24.95	
					FORMULA 1 CHALLENGE V4	24.95	
					WORLD CUP CRICKET MASTERS	24.95	

CREDIT CARD NUMBER & EXPIRY E. & O. E. GRAND TOTAL

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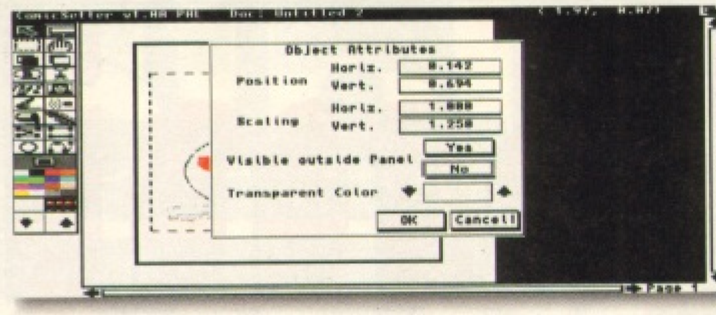
Comic Setting

ComicSetter is one of the few products that you can pick up and start having fun with immediately. You can get right to work with it too, producing Christmas cards and amusing comics for your family using the clip art supplied on this month's coverdisks. The possibilities are endless. Read on.

OK, you've got this month's free *ComicSetter* program and its manual from our cover, but how can you start creating real cartoon comics and cards and where do you go from there? Over the next few pages Andy Leaning, Alan Dykes and Peter Lee will take you simply and clearly through the basics of card creation and an easy cartoon – some of it using this month's clip art. Also, Our *DPaint* expert Peter Lee shows you how to create your own Christmas clip art, and then we round it off with a look at 'going professional' and a comprehensive buyers' guide to show you what you need if you decide you want to get more out of *ComicSetter*.



1 First load *ComicSetter* and select 'Add Page' from the Layout menu. We're creating a Christmas card so we'll need to define a custom page size, we used a page size of 6 x 3.88 inches and used the 'Auto Panel' facility to create a single panel. Having created a page we can chose the main illustration that will be the focus of the card. In this tutorial we just use the snowman image. You can find this picture on the Clipart Disk. When you first load it in you'll find it's the wrong size and looks completely different to the one on this page. To correct this simply resize the picture using the Alter/Current menu.

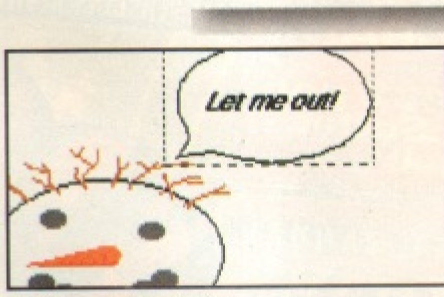




3 We've also used a heavy type face and turned bold and italic effects on. A point to watch out for when using speech bubbles is that if the text size chosen makes the overall text to large to fit into the speech bubble the text will not appear. If this occurs simply change the text to a smaller size.

4 Having added the three speech bubbles the card is complete – there you have it, a comic strip Christmas card in a few minutes! This will probably give you some funny ideas of your own for using *ComicSetter*. Now all you need do is print your work on to a larger piece of paper, cut it to size, fold it and send it to your relatives!

2 Now to add some text. In this instance there are three groups of text on the card. The top and bottom text use regular speech bubbles, but a square shape has been chosen. To select the shape of the speech bubbles just double click on the speech bubble icon and chose whichever one you like. We also deleted the outer frame of the top and bottom bubbles – this is done by ungrouping the objects, clicking the outside square and then deleting it with the delete key. The middle text is a normal bubble with one of the corners pulled out – as described on page 29 onwards in the manual.

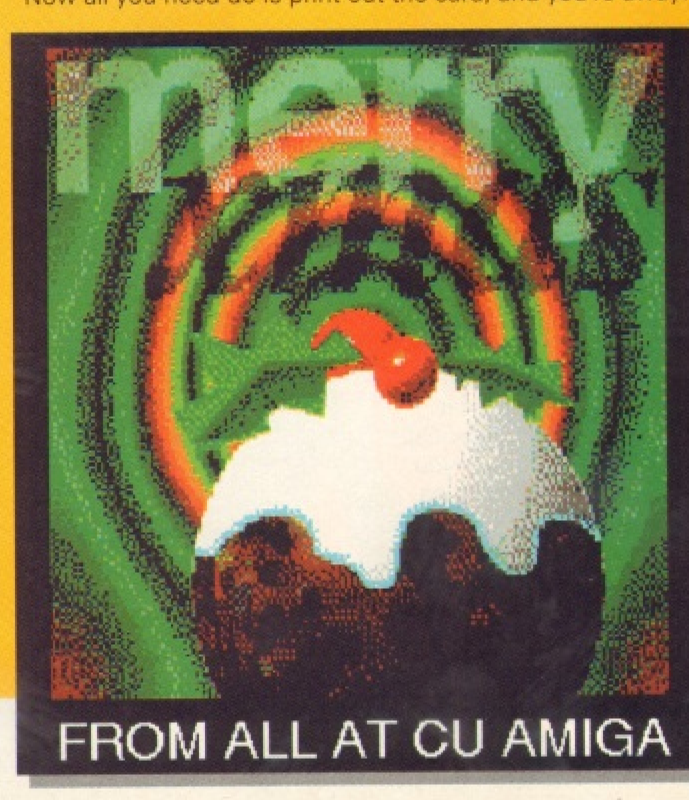


5 Using the clip art supplied on this month's disks you can create many different Christmas and New Year cards in exactly the same way - the choice is yours. Over the coming months we'll also supply artwork for other occasions when we have the disk space.

Now, like the previous card we add some text. In this case there are no 'real' speech bubbles, so here we just use square speech boxes rather than traditional comic book style bubbles. Also the text is set to white ink on a black background in order to actually make it readable on the dark backdrop. To set the colour, first ungroup the text objects, select the text box and then click on the white colour from the pallet (in the bottom left hand corner of the screen).

Now all you need do is print out the card, and you're away!





CHRISTMAS CARD NUMBER 2

Here again we create a page with a single panel. But this time once it's created we create a picture box and then with the 'fill' tool and black ink we fill it.

Now load and drop in the third Christmas clip art picture supplied on the coverdisk. Once again you'll probably have to resize it.

You'll notice that when using this the screen colours change, this is because the program uses 16 colours (so A500s users can use it) which means that *ComicSetter* changes its pallet to match that of the loaded picture. To change the colour of the menus double click on the first and second colours in the colour pallet (bottom left hand side). You'll now be presented with some sliders which allow you to change the colour used, move the sliders until you are comfortable with the display. You should remember that changing colours in this way will also change the colour of images.

HOLY HISTORY!

If you think cartoons are just for kids, think again! Comic strip cartoons have been around longer than TV and films and are now worth big money.

Satirical illustration, from which cartoons can be traced back to, date back almost 500 years, while cartoons as we now know them can be traced back to 18th and 19th centuries when illustrated children's books first appeared. In England in 1885 the first illustrated weekly for boys and girls appeared, called 'Jack & Jill'.

The first time the word 'Comic Strip' was actually used dates from 1920 in the USA. After this things moved quickly, with paper based Cartoons advancing both in technology and style - whilst a certain Walt Disney took them even further creating moving picture, animated cartoons. Disney's first 'laugh-o-gram' appeared in 1921, followed by Mickey Mouse in 'Steamboat Willie' in 1928 (the first sound cartoon) and then the acclaimed full-length cartoon 'Snow White' in 1937. Bugs Bunny from Chuck Jones didn't turn up 'till 1938.

It's only in the last few years that the true impact of cartoons upon 20th century culture has really become apparent. With film versions of SuperMan, Batman and soon SpiderMan, big business has woken up to the true potential of cartoons. Marvel Comics, DC comics and others guard their characters and trade marks with almost religious zeal, and not surprisingly given the earning potential they have from cross licensing and merchandising. Make no mistake, Cartoons are big business and have an ancestry longer than most other forms of mass entertainment!

Those early comics and cartoons were:
1884 First British Comic - Ally Sloper's Half Holiday.
1885 First British children's weekly – Jack & Jill
1892 First US comic strip.
1920 "Comic Strip" first used – in the US.
1921 Disney's first 'laugh-o-gram'
1928 Mickey Mouse appears.
1937 Snow White
1938 Bugs Bunny from Chuck Jones.

This is a simple cartoon put together using some of the clip art supplied on this months coverdisk and some which we'll be putting on next month. It uses the techniques described in the manual and the Christmas cards' production opposite, but has more frames and detail.

The various types of text box available become extremely useful when doing a several frame cartoon. They add meaning and variety to the illustration.



Although both men were imported into the layout as the same size, the one coming through the door has been scaled down to appear in perspective.

Using cut outs from pieces of clip art can be fun.

POSTERS ARE EASY TOO – JUST MORE DIFFICULT TO PRINT!

Let's face it, posters are just big pages. In order to turn any of your creations into posters, you need to magnify them – which doesn't mean just magnifying them on screen! In order to get them on to A3 paper or larger you will need a bigger printer, capable of this sort of output. This means that you will have to get outside help. Like it or not. Your local printing or typesetting bureau can help.

Create Your

To let loose the full potential of ComicSetter, you'll need to create some of your own sprites, brushes and backgrounds. Peter Lee has some tips for your festive DIY greetings cards and party invitations.

Even with all the clipart in the world to choose from, there are going to be times when you still can't find exactly what you're after. This is when it's handy to be able to create your own. If you learn a few tricks, it's possible to produce professional looking clipart without too much conventional drawing talent. Clever use of the tools offered by programs such as *Deluxe Paint* can lead to surprisingly good results, and you don't need to be Picasso to have a go at it.

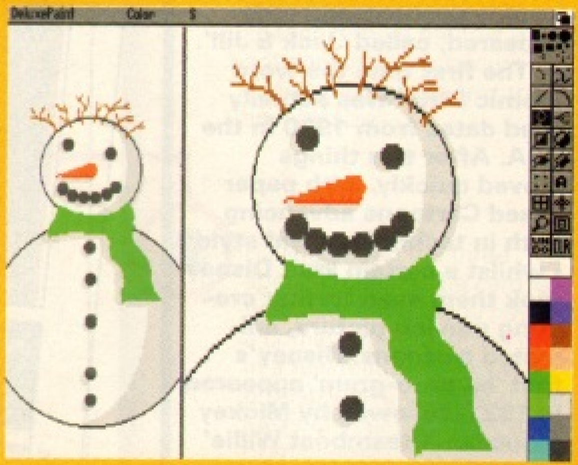
Almost every Amiga owner will have an art package like *Deluxe Paint*, *Brilliance* or *Personal Paint*. All three of those work in very much the same way as each other. If you haven't already, by the time this article is through, you'll also have the few skills needed to knock up the very object you can never find, whatever that may be. You can use the power of *DPaint's* built-in drawing functions and a little know-how to quickly create mini-masterpieces in time for the festive season (well, OK, the next festive season if you're a slow mover...). By working through our examples you'll not only be creating useful clips for future use, but you'll be laying the groundwork to help you expand your ideas still further, and then with a few simple lines and colours, you'll be able to create anything you could ever need. These are the building block techniques - the on-site development is up to you ...

In keeping with *ComicSetter* clip art defaults, we'll be working in *DPaint's* High Res mode (640 x 256), using 16 colours. We're using the same default palette as *ComicSetter*, but you can tailor this to suit your needs. Just loading a *ComicSetter* image into *DPaint*, then clearing the screen, will set the colours; as you can see from the examples, this is not a bad choice really. And remember, clip art can be any size you like. For the purposes of this tutorial, images have been created quite large, but maybe you'd like to scale down your own work.



Snowman





Here's an easy one for starters. As you can see, this snowman is mainly made up from circles. The larger circle is his body, and another, smaller one, creates his head. You'll notice that he's composed of very simple shapes; the only ones you have to draw yourself are the scarf, gloves and twiglet hair. Once you have drawn your circles, add the face. The eyes and mouth are created simply by painting down with the mid-sized round draw ing brush. The carrot nose is a filled red polygon, and the stick hair is a series of one-pixel lines. Draw the scarf with the freehand filled shape brush, and likewise the gloves.

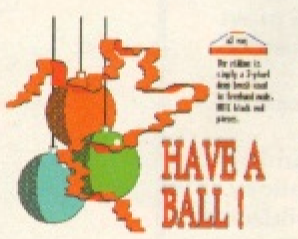
To add subtlety, I used a medium-sized brush and a light grey colour to add shadowing to the snowman. The neat trick, as you can see from the illustration, is that you can build up a bank of expressions to add to your snowman. Cut out the grin, press key y to flip it vertically and you have a miserable look. Move the eyes closer together and he looks dim, or erase the grin altogether and replace it with one dot so make him look surprised. This is the beauty of clip art - you can edit it and store it away until needed, so that the very image you want isn't too far away.

Baubles

This seasonal clip introduces us to a clever way of maximising colours. Remember, we've only got 16, so you'd think subtle shading would be out. Well, subtlety is out (we can't create miracles!) but rough and ready shading is most definitely in.



Because Christmas tree baubles usually come in two shapes - round and broken from last year (!) we can create a 'master' and clone it to make several differently coloured ones. The bauble is a simple circle, with a small rectangle on the top to act as the silver hanging point. A straight line serves for the string. Once you have created and coloured one bauble, cut it out as a brush, and either save it to disk, or place it on the spare screen for safe keeping. To create a realistic shadow, we first of all need to make a small brush as the basis for a fill pattern. If you look at the illustration you'll see it is just a chequer-board pattern of alternate black and coloured pixels. Draw the pattern on a spare area of screen, using a high magnification so you can see what you're doing. Call up the Fill requester (right click on the Fill tool) and click on From Brush. Using the curve tool, draw a black curve as shown in the illustration, then fill in the smaller segment with our newly-defined fill.



You will see that the colour darkens in just the way we want - not surprising, because in effect you have made every alternate colour of that side of the bauble black; the underlying colour shows through the 'gaps' in the checked pattern. Using a copy of your master bauble (remember, we saved it earlier) you can alter the colours to build up any number you like. The ribbon effect is another quick and easy touch; all you need do is use the 1-pixel brush to draw a 2cm wide red line on top of an orange line, with black ends to each. Cut this out as a brush, and using Freehand mode, just draw on screen. You will find the brush creates its own highlight and shadows, and the black edging gives it definition - a real time-saving trick!

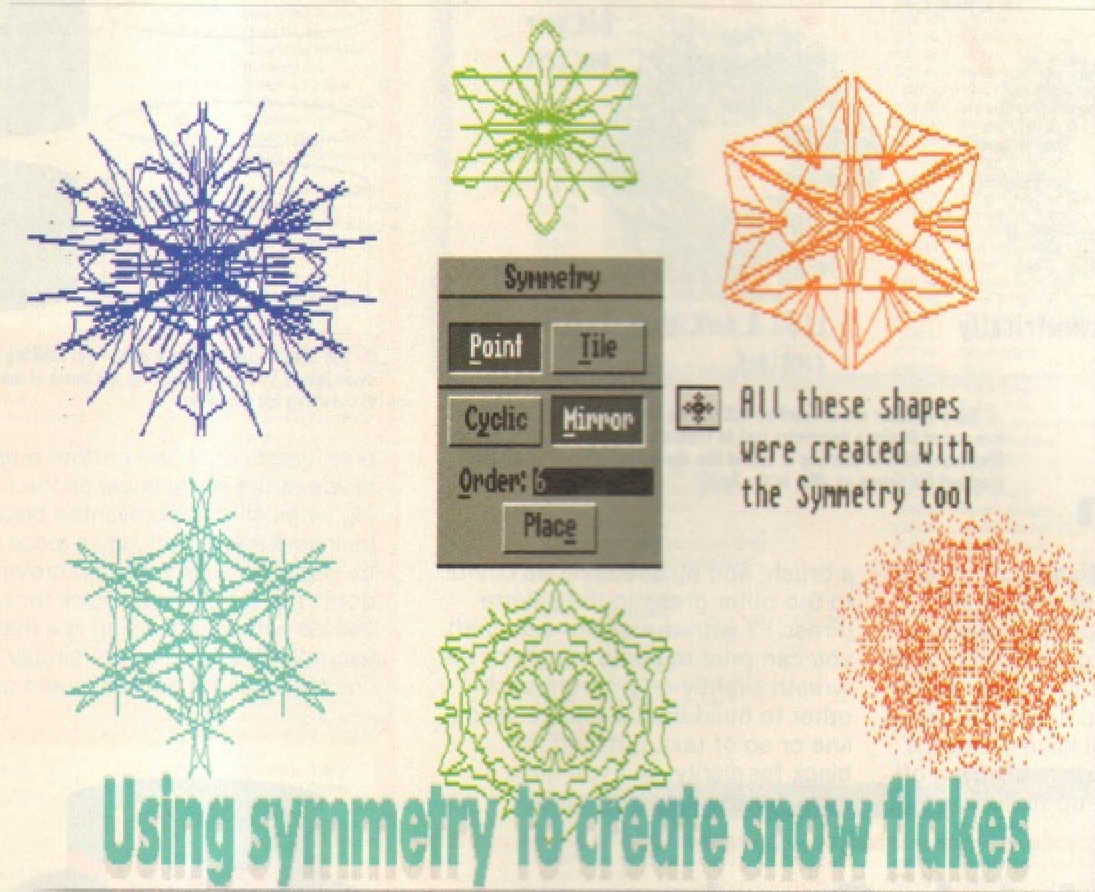
Own Clipart

Fewer Road Deaths

What would the festive season be without a drink of some kind ? A lot . quieter for a start, with fewer road deaths; still, an inviting glass is a nice reminder of party time, and this elegant cocktail number adds sophistication. You can see from the illustration that the glass has a simple structure. The best way to create the V shape of the container is to turn on gridlock before you draw. The ovals and rectangles are easy enough. And like the baubles, the contents of the glass can be coloured to suit your tastes, and held on file until the need arises.



Once one glass is completed, you can cut it out as a brush and paint it down repeatedly to simulate a really popular party (who needs friends eh?); I added sparkling bubbles by drawing small blue circles and adding them above the lips of the glasses. The text was picked up as a brush, outlined (key o) and rotated slightly before being painted down. There's nothing to stop you drawing simple rectangular tumblers, or even pint pots if that's more in keeping with your view of a good time.



Look at the fearful symmetry - not my own work, but DPaint's! These cool ice flakes were knocked up in seconds, thanks to the power of DeluxePaint.

Snow Flakes

No artistic skills required - apply within! This lovely item is created entirely by *DPaint*'s Symmetry command. On a blank screen, select the single-pixel brush and call up the symmetry requester (right click on the symmetry tool); enter 6 in the Order box, and ensure Point is the active button.

Now, when you draw on screen, your lines will be mirrored; by drawing in a small area - curves and straight lines - you will see a symmetrical shape created, and this makes a wonderful ice crystal. The illustration shows different colours, and the effect of slightly different movements of the pointer. You can quickly build up a library of shapes, and use them as decoration or background for any winter work.

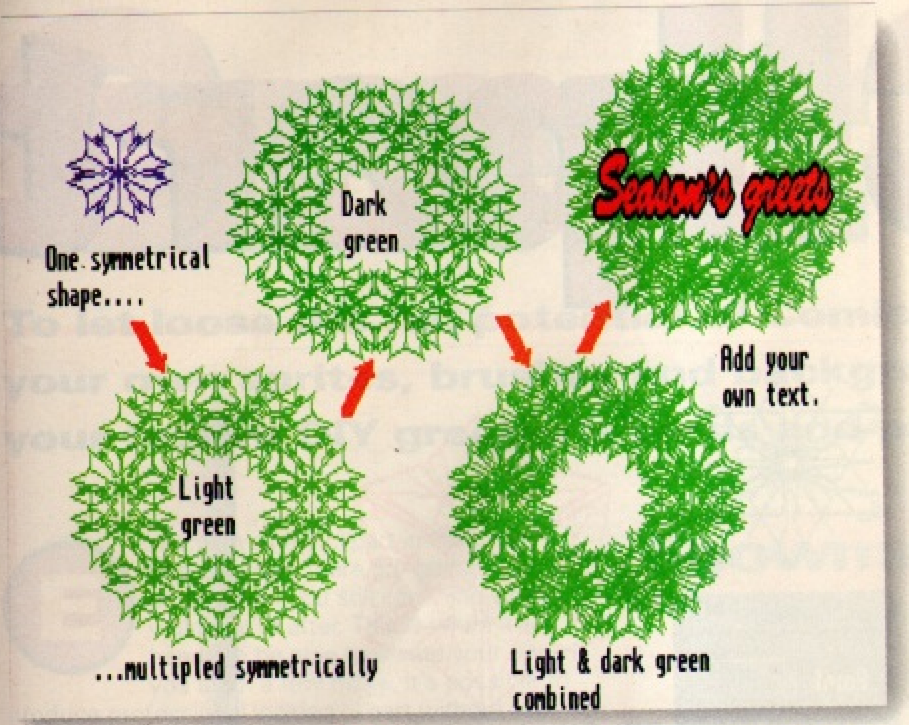
Season's Greetings

The Christmas cliché to beat 'em all - snow resting on an object. You can use this technique to add snow to anything - buildings, people etc. - but I've chosen text as an uncomplicated example.

1. Write your text. Your choice of size and shape will be governed by what you want the message to say, and in what context you're going to use it. Party invitations need to use a relaxed, casual font, while messages of goodwill can be good and bold, as we've used here. Once you are happy with the wording, save your work (or copy it to a Spare screen).
2. Using a 'spare colour' (in my case, green) draw around the top of the letters using the filled freehand tool. Try to follow the contours of the letters, both on the underside as well as the top. Erase the text now (fill with the background colour) and pick up the green snow as a brush.
3. With black selected as your foreground colour, outline the brush (key o); Paste is back down, and change the green colour to light grey.
4. Load in your original text (or flip to where you stored it) and place the snow precisely on the letters for a perfect fit. Touch up the image by adding snowy highlights and shadows to simulate a fresh fall of snow. This effect makes a very good print-out for invitations, by the way.



The odds may be against a white Christmas, but that's no excuse not to use a fresh fall of the white stuff to improve your clip art. Used with text, a snow-capped look is really effective - and simple to do.



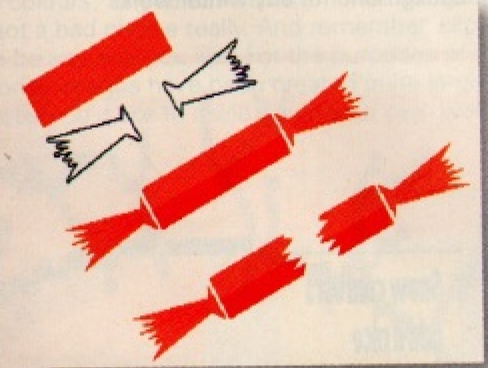
▲ Holly wreaths are in - and so will you be with this simple but effective use of DPaint's symmetry tool to create a long-lasting memento of Christmas (this is starting to sound like the bit in Bullseye when they read out the prizes on offer in the final).

Wreath

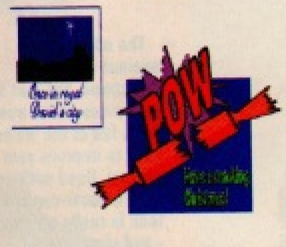
This quickie is an offshoot of the ice crystal dodge. Create a small symmetrical green crystal as explained earlier, and pick it up as a brush. With the Symmetry tool still active, draw out a circle about 4cm diameter, and paint down. You will have created a smashing holly-type wreath. Turn off symmetry, and pick up the wreath as a brush, and by changing its colour to the other green in the palette (Press F2 with the colour selected) you can print multiple copies of the wreath slightly offset from each other to build up the foliage. Add a line or so of text, outlined in black for clarity, and you have an instantly appealing object.

Completely Crackers

How can you have Christmas without crackers? Especially the £3.99 for a dozen variety with mottoes in Malaysian and plastic beetle novelties which fly out and fall in the gravy! Our cracker doesn't come with a bang, but it's still an explosive design. Rather than draw a straight cracker and rotate it, I decided to draw it originally at an angle; this is because, even in high res, the jagglies still become apparent when rotating images, and the fact that the resolution is twice as wide as it's high doesn't help.



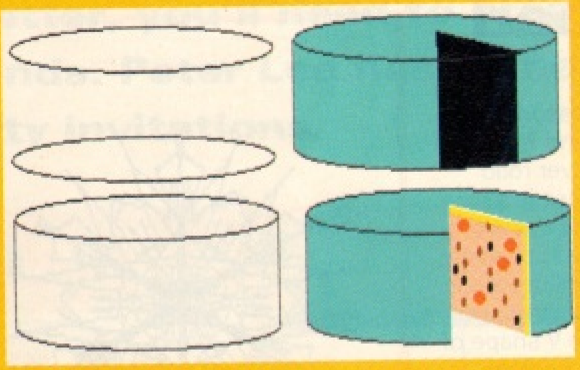
As you can see from the illustration the cracker is composed of a filled polygon and two freehand filled shapes for the handles. I've added a little finesse with the dark chequer-shading (as discussed earlier with the baubles).
Showing an exploding cracker is simply a matter of cutting out one half using the polygon brush tool (right click on the scissors icon) and creating a 'tear' in the middle of the cracker, as if it's come apart. In the finished example you can see I've added a starburst behind the cracker, drawn with the filled polygon tool, and some outlined text. Putting the entire image on a dark background emphasises the impact and gives it a 3D effect.



As a little extra, I've included on this clip art illustration something which takes only a minute or so to create - a silhouette (you really do spoil us Peter - Ed). Blue background, filled freehand shapes in black and a few dots of white and yellow and presto - a really neat looking Biblical scene which requires the minimum of effort and drawing skills.

Let Them Eat Cake

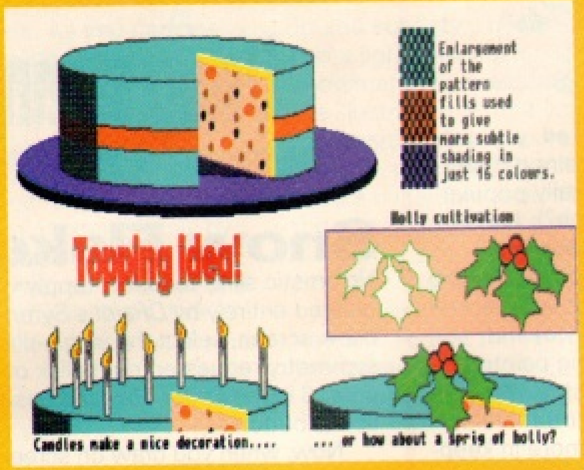
This may look daunting, but if you look at the example you'll see that the cake itself is made entirely of shapes built into *DPaint* .The top and bottom are the same oval, joined by two straight lines. You can colour the cake any way you like, but I chose light blue icing and a red ribbon around the middle (appetising eh? – not!).



▲ The simple way to bake a cake - get cooking on the computer! Two ovals joined by straight lines for the basis of the drawing, with a touch of creativity for the slice.

To 'cut out' the slice, use the filled polygon tool with black as the drawing colour. Imagine the top as a clock face, and starting from the centre make the angles of the slice look like the hands on the clock when the time is 6.20 (teatime coincidentally); the lines down the side of the cake are perfectly straight.

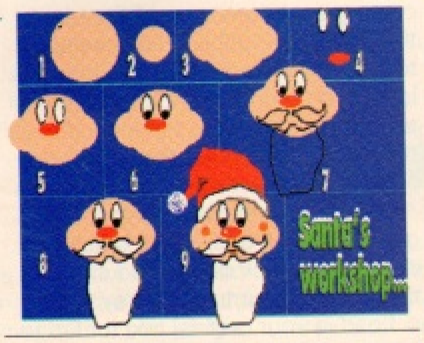
Using a dark grey colour and the one-pixel brush, draw the bottom edge of the slice from the outer edge to the inside at the same angle as the top of the slice. You can tidy up the drawing by erasing the unwanted black from the bottom of the cake, making it look as if there's actually a piece missing. The inside of the cake is created by filling the slice with mid brown, and adding various fruits using coloured dots - red for cherries, black for currants and dark brown for sultanas. What you do with your topping is a matter of taste - I've shown two ideas on my example; the candles are simply white rectangles and a yellow flame, outlined in black for emphasis and painted down repeatedly on top.



▲ Again, using different parts of the image, you can build up a library of toppings for almost any occasion. Note the "colour-miser" shadow detail too.

My alternative topping is a sprig of holly, which you can draw in freehand mode, adding the red berries as a finishing touch. The beauty of this object is that you can save the basic cake shape, and use it for almost any celebration; just by altering the top, or adding text, it can serve for birthday cards, Christening invitations or a simple meal invitation. A cake for all seasons in fact!

Santa



The beauty of this clip art image is that it can form the basis for any number of faces you might want to create. It's relatively simple, too. Santa's face begins life as a flesh-coloured circle about the size of a 10p; the cheeks are similar circles around a 5p size, and pasted on either side of the face.

The eyes are small, white-filled ovals with black dot brushes as eyes, and the nose is a red oval. The beard has to be drawn freehand, firstly the moustache, then the beard itself; use the single-pixel brush and ensure your start and end points join up, because next we're going to use the Fill tool to colour the insides of the whiskers white - if there's a gap, the filled colour will spill into the rest of the screen. To create the mouth, just draw a short red line. The hat is another freehand shape, filled with red and a white trim, and the white bobble is just a circle of white.

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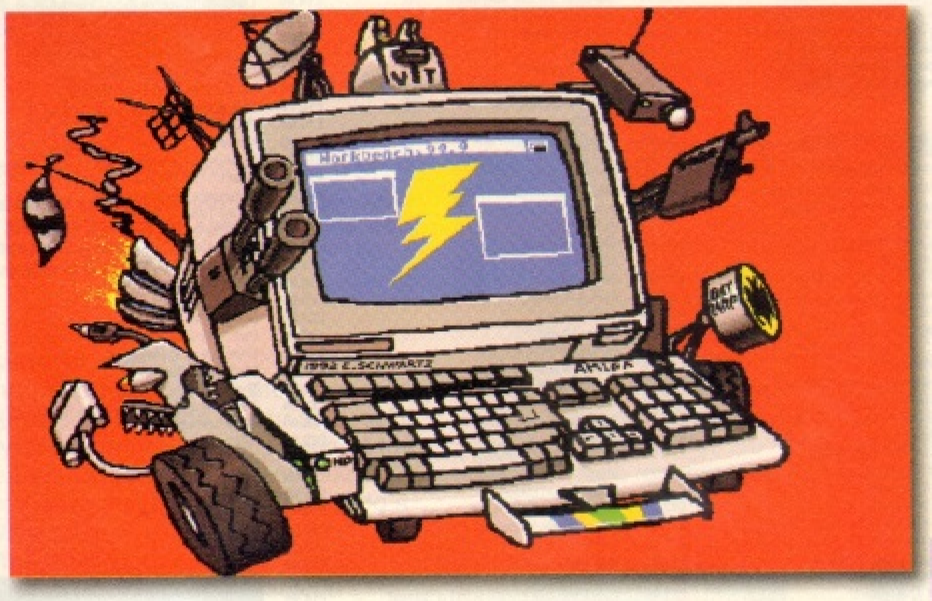
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Going Professional

You've produced your first cartoons, and now you want to go a bit further. But what's involved in a professional comic strip and how do you go about creating one?



Once you've had a go at creating cartoons, and perhaps made a few Christmas cards, posters or small comic strips for your friends, you might want to try going professional. How about creating a new 2000AD or Batman?

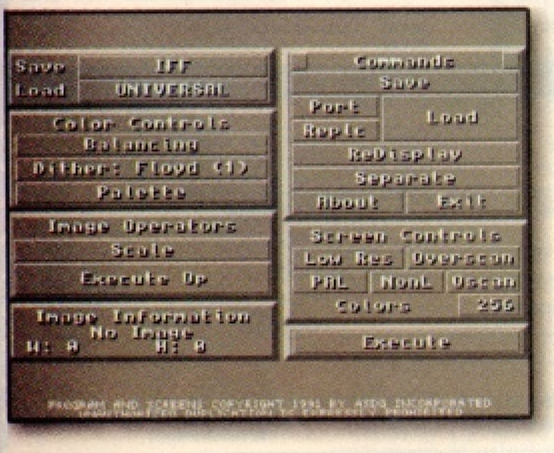
But how do you go about doing this? Producing a professionally printed comic is far more involved than you may at first think, but still very possible.

Perhaps the hardest part of creating any material is coming up with the idea and concept behind it. Batman and Superman have lasted so long because they are far more than simple flat cartoon images, the characters and personalities behind such long-surviving cartoon figures are wrapped up in conflicting psychological messages: Batman on the surface is the good guy of Gotham City, yet the imagery of Batman (dark, mysterious and foreboding) suggests something entirely more sinister and dangerous. Whilst Superman plays out the role of the classic American male figure – strong, independent, unbeatable, yet his alter-ego Clark Kent is weak, feeble and clumsy. Superman himself is also about as 'un-American' as you can get – coming from Krypton, an entirely different planet.

Recognisable

Whilst it's unlikely and indeed unnecessary to come up with a character with a personality this deep, you'll need to think about the image your cartoon characters have. Even Beano characters have clear, easily recognisable traits.

So, if your cartoon is to last you'll first need to create a world in which the figures emerged and now live, and give them personality and character. Having done this you can then concentrate on the artistic side: how they look. For the most part this will be down to your own artistic talent - although the clip art supplied on this month's coverdisk and future disks will help. It's not just shape and looks that matter, but also colour. The dark colours of Batman considerably add to the sinister look and atmosphere of the cartoon.



▲ **Art Department Pro, a must have program for any work on the Amiga involving pictures – especially if sending your work to Mac printers.**

Once you've got a cartoon and character, the storyline is up to you, but it should follow the style created for the character - for instance, Superman would look rather strange if he was plonked into an Andy Capp comic strip (although come to think of it, there's an idea in there somewhere ...).

The hard part

The above, thankfully is the hard part. Having created the cartoon and artwork, *ComicSetter* will make it relatively easy to output your creations to any of the high quality printers that can be attached to the Amiga. And if you want to get professional you can take the files and output them via a highstreet printer or typesetting house for maximum quality. If you're really serious, you can output them to film for commercial printing. For either of the later two options we strongly recommend you get hold of a program like *ImageFX* (Wizard Developments 0322 272908) or Art Department Professional (Emerald Creative 081-715 8866).

These programs will allow you to take the IFF file format that *ComicSetter* saves, and convert it to a format that commercial printers can accept. These programs aren't essential as most Mac-based printers will use a program called *Photoshop*, and this program can load Amiga IFFs. You will however need to save your files to PC format disks if you wish to do this - the A1200 can do this automatically (save to PC0: rather than DF0:). A500 owners will need *Dos-2-Dos*, try Emerald Creative on 081-715 8866.

Once you've got a professionally printed comic book you could try getting your local newsagent to stock it and see what the response is. If you create a particularly good cartoon or comic strip send it to us, we'll publish the best we get, so get cartooning now! Send your work to Readers Comics, CU AMIGA Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

COMIC STRIPS

info

As an alternative to producing entire comics. You might consider producing one-off strip cartoons which you can sell to newspapers and magazines. If you're good at creating them you can earn yourself quite a lot of money. Nearly all of the national newspapers run comic strips and most magazines have a cartoon content of some sort. Imagine creating your own cartoon series and then selling it to several newspapers - it's an easy way to make some money.

THE FAR SIDE By GARY LARSON



"Vera! Come quick! Some nature show has a hidden camera in the Ericksons' burrow! ... We're going to see their entire courtship behavior!"

▲ **CU AMIGA use The Far Side cartoons. Have you got this sort of genius hidden within?**

Buyers' Guide

If you want to use ComicSetter or any other DTP package seriously to make money you will need more than a basic Amiga. Here are some products we recommend to get you going ...

1 For creating new artwork or editing existing clipart, a good paint program is vital. *DPaint* or *Brilliance* are our recommended choices. *DPaint* is available from any Amiga dealer, whilst *Brilliance* is available from Emerald Creative on 081-715 8866.

2 Use *ImageFX* or *Art Department Professional* for converting pictures to other formats (such as Mac and PC file formats for professional printing) and other handy image processing effects. *ImageFX* is available from Wizard Developments (0322 272908), *Art Department* from Silica (081-309 1111) or Emerald Creative (081-309 1111).

3 Messing around with clipart, copying files, formatting disks and the like will be much easier, quicker and more enjoyable if you have a directory utility like the amazing *Directory Opus*. This absolutely brill program will normally cost you a whopping £50! Of course you could buy the next issue of CU AMIGA Magazine for just £3.95, and get the full program on the cover disk!



▲ The Seikosha SL96. It doesn't cost much, but produces surprisingly good print outs for its price.

Hardware

OK, you've got the software, now you need the hardware. Hardware available falls into one of three classes.

The first class, input devices, allow you to take artwork you have previously drawn or painted, or possibly existing comic book artwork, scan it and convert it into IFF graphic files that can be loaded in *ComicSetter* or *DPaint*. Power Computing offer a hand-held scanner which is ideal for this. The PowerScan 4 priced £129, comes with all the vital software and interfaces. Power are on 0234 273000. They also offer a much bigger, full A4 colour scanner for £599. The GT-6500 PowerScan can scan in full 24-bit colour, which is overkill for use with *ComicSetter* but you may find a use for it with other programs.

An alternative is to use a CD-ROM drive to access one of the many vast collections of public domain clipart that are available. For this you'll need a CD-ROM drive, for which we recommend the Overdrive CD for A1200s, and if you can get it, the A570 for the A500. Try Indi on 0542 419 999 for these CD drives. Alternatively you can also get floppy disks containing clipart. For clipart try 17-Bit software on 0924 366982 or PD Soft who do a CD containing clipart on 0702 466933.



▲ The A570 CD-ROM for the A500 – now difficult to find but worth having if you can get one. A1200 owners should seriously consider the OverCD drive.

Print it!

Once you've created a comic book or Christmas card you'll need to print it out. For this a colour printer is needed. Low cost colour dot matrix models start from around £150, and some surprisingly effective results can be obtained with printers in this price range - but don't expect too high a quality print. Of those available we recommend the Seikosha SL-96. This is available from Silica on 081-309 1111.

If quality is important, check out ink jet printers. These offer far superior printing quality to dot matrix models and don't cost that much more. They can be found for under £300.

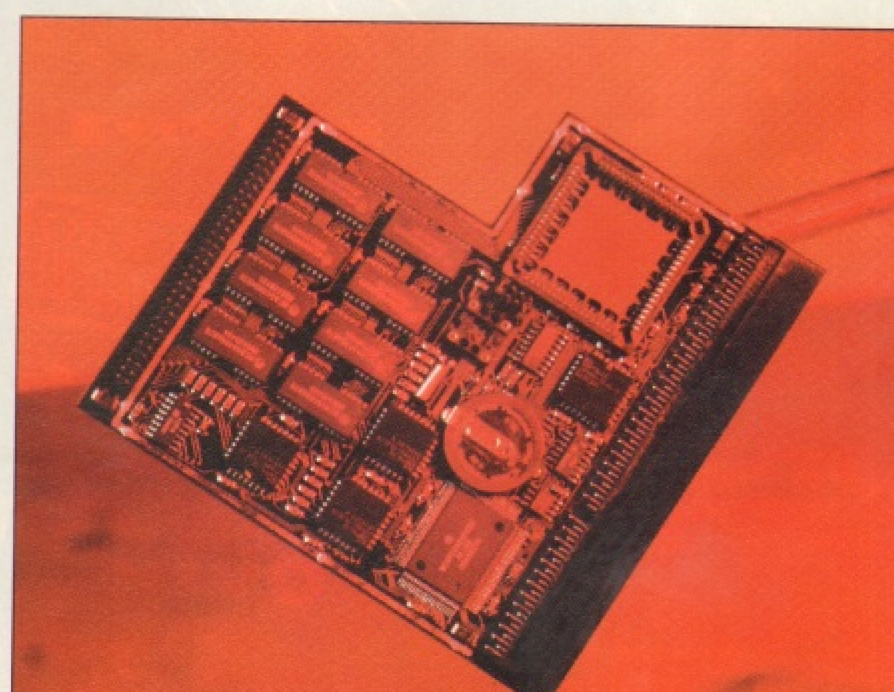
Upgrades

The final class of products to help in the creation of comics are upgrades to your Amiga that improve the performance of software. Such products make the computer faster, and enable it to hold more in memory (allowing bigger cartoons or posters to be made).

The cheapest, and most basic form of upgrade, but also one of easiest ways to improve performance, is a RAM upgrade. RAM upgrades are available for every model of Amiga and simply allow you to edit more information at once. On the A1200 and A4000 they also dramatically increase the speed of the computer. For RAM upgrades try First Computer (0532 319444), A500 upgrades start at £20, whilst A1200 versions start at just under £100. For A500 users, a Chip RAM upgrade is especially useful when working with graphics (or sound for that matter). Power Computing's MegaChip expands your A500's Chip RAM up to 2Mb, and costs £159. Power Computing can be reached on 0234 273000.

Another type of upgrade worth considering is an accelerator. These replace the internal brain of the Amiga, the CPU, with a faster version thus speeding up overall performance. Most accelerators also come with a built-in RAM upgrade. It's getting hard to find A500 accelerators now days, and no one has yet released an A600 version. For the A1200 however there are plenty. We strongly recommend you try out the Blizzard 1230/II accelerator from Gordon Harwood. This is the fastest accelerator we've yet seen for the A1200 and prices start at a very reasonable £229.

The last type of upgrade allows you to store more information for access later on. Where as a RAM upgrade will allow you to edit and work on bigger projects, an extra disk drive or hard drive will allow you to keep lots of projects and clip art at hand, and with a hard drive, loading and saving these projects and files will be much quicker. Most advertisers in CU AMIGA have a wide selection of disk drives starting from around £50. When buying a hard drive, try to buy from a reliable source such as Silica, Gordon Harwood, Power, or First Computer. If you already have a hard drive check out *HyperCache*, also supplied on this month's cover disk, as this will dramatically improve the performance of the drive.



▲ The Blizzard 1220, one of the many RAM accelerators available for the A1200 – these will aid your comic creation no end. Sadly there are now very few similar products for the A500, and hardly any for the A600.

EUROPEAN Challenge

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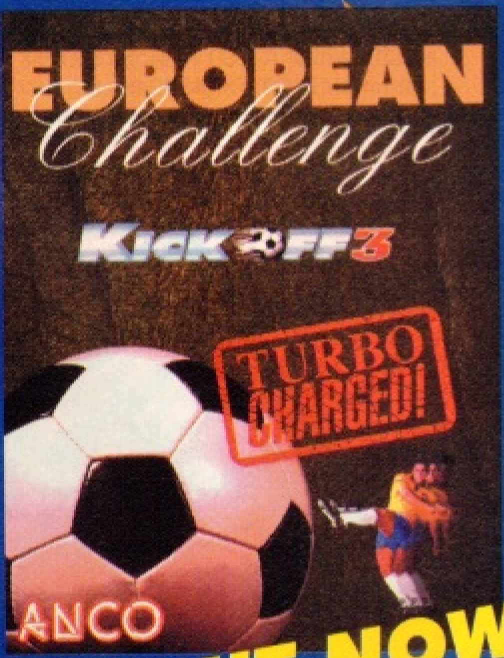
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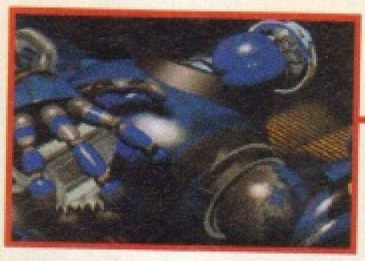
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CU AMIGA MAGAZINE SCREENSCENE



YES INDEED this Christmas has turned out to be a real boom time for games. Despite all the oohing and aahhing about Commodore's predicament and falling sales of Amiga software, publishers and developers have still rushed to supply you with more games than you could reasonably be expected to buy - about £700 worth are reviewed this issue alone. And most of them are actually worth while purchasing too! Some games will be out for Christmas which didn't manage to reach us in time for review, most notably Mortal Kombat II which wasn't quite ready for a full review, but we'll carry one next issue with a player's guide. I can confidently tell you that it's worth waiting for - it's shaping up to be even better than anyone ever thought (or conjectured in advance). If you're an RPG fan then Lords Of The Realm will really give you a kick, for long term enjoyment it's difficult to beat. Tower Assault and Jungle Strike will spice up your Christmas with action while if it's Football excitement you're after then Premier Manager 3 and Sensi World will do the business. Talking quite literally of business, Beneath A Steel Sky on CD32 with full speech is THE business, while Roadkill, a surprise late entry from Vision Software, is just brilliant. Check 'em out ...



Merry Christmas

Alan Dykes

PREVIEWS



AMIGA REVIEWS

CD32 REVIEWS



BUDGET/ COMPLI-CATIONS

how it works...



We've changed our award policy this issue, mainly because we thought too many people were getting off lightly receiving an award for something that scores 85%! The new Super Star award, as rendered by the lovely Helen Danby, will go to games and productivity software and widgets that receive 90% or more in our exhausting test process. That should sort 'em out.



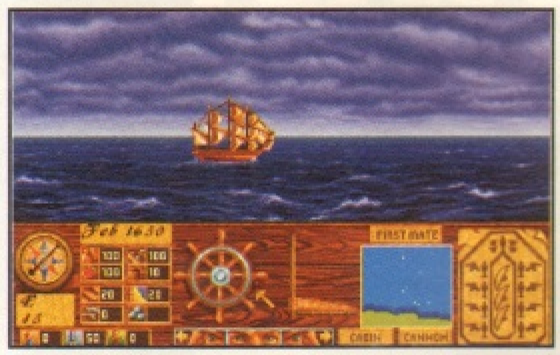
ESP Sports Management
TACTICAL SIMULATIONS
REALISTIC COUNTY CRICKET GAME
Cricket Masters
THEY THINK IT'S ALL OVER. IT IS NOW.
FOOTBALL MASTERS 5, THE BEST OF THE REST 3
THE POST
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Football Masters
CAN YOU MANAGE SPORTING Masters?
REALISTIC HORSE RACING GAME
Stable Masters
THE GRID
The sensational world of Formula One is waiting for you.
Starting initially with just one car & one driver, with skillful management you must build your team in an attempt to win the drivers and constructors championship.
Set your car up choosing the wing settings, tyre compounds, tuning the engines and training your pit crew. Qualify and race around the 16 circuits from the 1994 season, which have all been accurately reproduced, with up to date statistics, lap records, full FISA rules with every race event possible. One to four players, four stunning sound effects, news section, weather forecasts, detailed graphics and superb playability make it the most compelling motor racing game ever released. ESP
Formula 1 Masters
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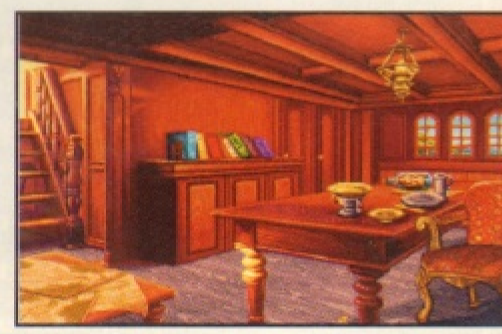
FIRST impressions

Hear ye, hear ye. All those with first impressions of games due out in 1995 please line up and write them on the next two pages. Rewards are being offered for really interesting ones ... er, yes, a lot of money. Thank you.

High Seas Trader

Daze



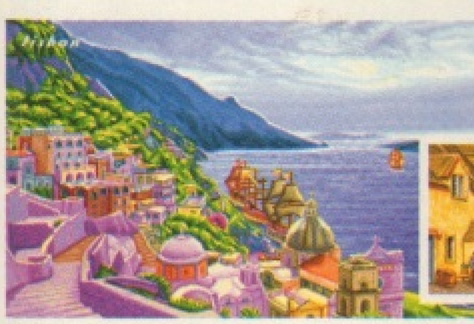


The gameplay: If we told you that *High Seas Trader*, being developed by Impressions, was a platformer or shoot 'em up you'd just die of laughter at what is obviously a famous porker. It's not, surprise, surprise ... it's a strategy role playing game. You take on the persona of a wandering sea dog, roaming from port to port picking up cargo, selling it, raiding other ships and building up vast armadas, spanning out over the high seas, capable of calling at over 120 ports and making lots of money.

Behind the scenes: Impressions, not resting on their car and king making laurels are tackling yet another era and style of game. They've opted for a 'realistic economic model' combined with the regular Impressions strategy lark, which means lots of detail and relatively slow but very involved movement.

What's new: Aha! You always ask us this question. In this case Impressions have decided to do a flight sim thang and give us a first person perspective. The graphics are very impressive; so much so that Helen D. exclaimed 'I want to design this page', it's got lovely pictures. And she's right. The game was designed to be used with CD compatible SVGA PCs and the conversion promises to make good use of the AGA palette.

First impressions: We loved *Lords Of The Realm* (well Alan and Andy did anyway) so this game is going to get a warm reception. It looks fantastic, and since it's only going to be available for AGA machines it should stay that way. However, we're a little bit concerned about the style of gameplay. Planning car production and taking over counties, the subjects of Impressions' last two outings have been fun, but surely spending hours on end behind the ship's wheel of a sailing merchantman will get a bit wearisome after a while? We'll see.





Pussies Galore

Team 17





The gameplay: Ho, ho, ho, ho! Ha, ha! Fnarr, fnarr. Team 17 have the audacity to release a game called *Pussies Galore*. It's not named after James Bond's female lead in Gold Finger (snigger, snigger), or anything else of that ilk however, it is in fact a literal translation. It's a game about cats. A platform game about cats actually, where the player controls a moggie called Boris and tries to get through levels populated by poor kittens who have been caught under the spell of death metal music.

Behind the scenes: It's being coded by Amber Developments, a team consisting of Andy Coates who is in charge of programming and Matt Bell in charge of graphics. It's their first game as a team and they're proud of it.

What's new: The idea is to combine cute platform action and puzzles, rescuing kittens from the clutches of the Evil Eric and using some of them to get around the various levels by turning them into walking bombs etc. It's more than your average platformer Team 17 reckon: 'With *Pussies Galore* we hope to inject a huge amount of humour and masses of fun-filled platform action'.

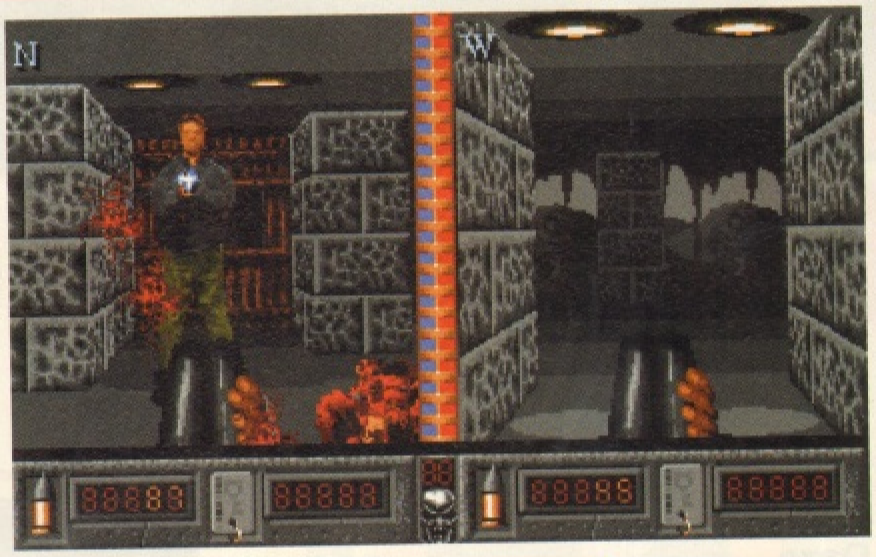
First impressions: The game looks different alright. Although it has all the regular platform game devices, ie platforms, the sprites are larger than usual and apart from the bad cats and Boris himself all the little kittens are cute as pie. There are end of level guardians that will need cunning as well as joystick expertise to polish off and it promises to have parallax scrolling and 50 frames per second scrolling on the A1200 version. Due out in February we'll have a review soon.





Death Masque

Alternative Software



The gameplay: Similar to *Doom*, or *Crystal Dragon* even, you spend your time walking around corridors and exploring rooms in a huge maze-like setting trying to stay alive and killing anything that gets in your way. There are aliens by the truckload for you to battle against. And they don't look very friendly: just look at the screenshots and you'll see what I mean.

Behind the scenes: Alternative Software have been around for a long time but don't have a reputation for big name titles. Could this mark a change in fortunes? We'll have to wait and see.



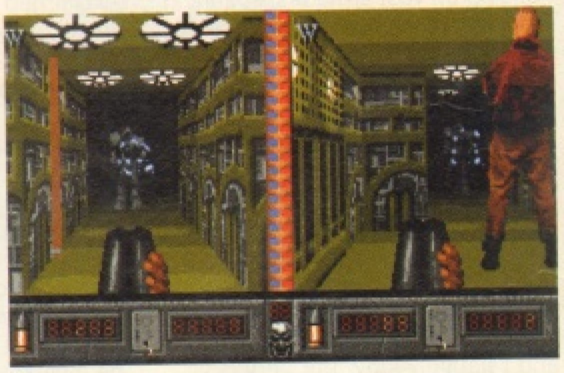
What's new: The game concept itself is not entirely new, but the introduction of a two-player option is a welcome addition. Apart from moving around huge corridors in one player mode trying to avoid the monsters you can invite a friend around and either get him to be your partner in the game or compete against him in it.

First impressions: There's been a lot of hype surrounding this game, it's said to be a mixture of *Wolfenstein* and *Doom* for the Amiga. So far it all looks and plays relatively smoothly. Its all rather exciting eh? Doom on the Amiga. Can it really be true? Maybe. At the moment the graphics look really good and the rooms and corridors are very detailed. The only thing we'll have to wait and see about is how fast the game will be. Those who said *Doom* would never make it to the Amiga were basing their claims on the speed factor. Nice graphics are all very well but this is what will make or break the game. We'll have a full preview soon.











Lemmings III – a whole new world of Lemmings

Psygnosis

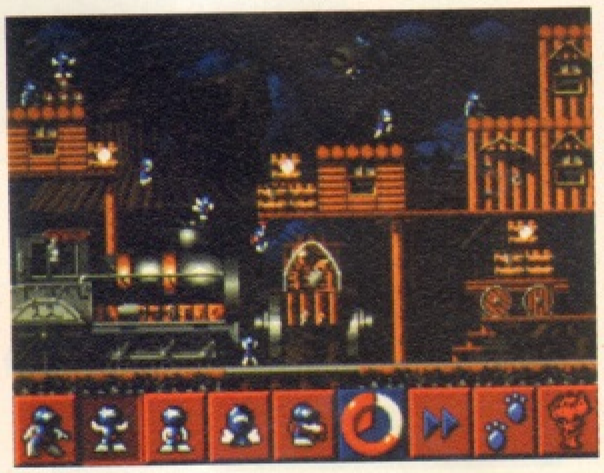


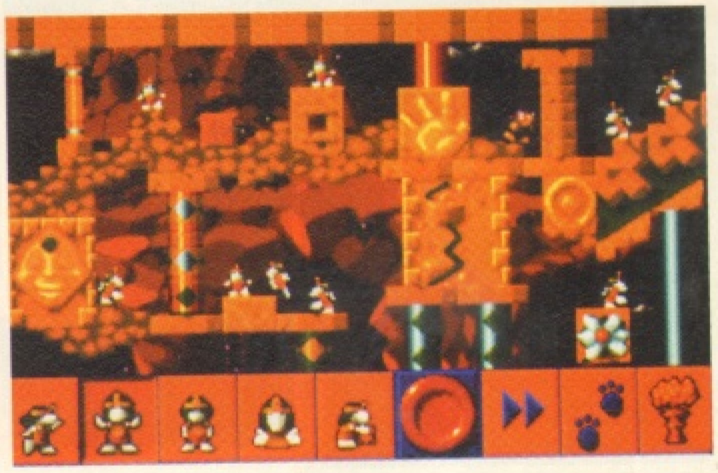
The gameplay: Have Psygnosis decided to go for something different with this game? The answer is, no, not really. But as the saying goes 'if it aint broke don't fix it', or something like that. As with all *Lemmings* so far games, the gameplay is bound to be excellent and the format remains the same.

Behind the scenes: Psygnosis are once again increasing the Lemmings stable. Earlier versions include *Lemmings, Oh-no more Lemmings* and *Lemmings 2 – the tribes*. There is also a *Christmas Lemmings* in the offing. Will this superb winning formula work again? Only time will tell and we'll have a full review very soon to see for ourselves.

What's new: The sprites are bigger, and there are more levels. The number of basic skill icons along the bottom of the screen has been decreased to simplify things, but now you can pick up and use extra objects as you progress through the levels.

First impressions: It looks great from the screenshots, and you can't help loving those cute little Lemmings. If you were a fan of the earlier games then this one could be a lark. Let's hope Psygnosis isn't overdoing it though.





UFO
ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR



AVAILABLE FOR A1200, A500, CD32 AND IBM PC

"This is the best game I've ever seen" 97%

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

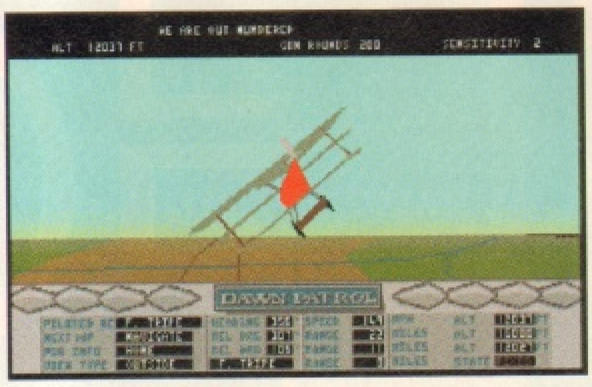
If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

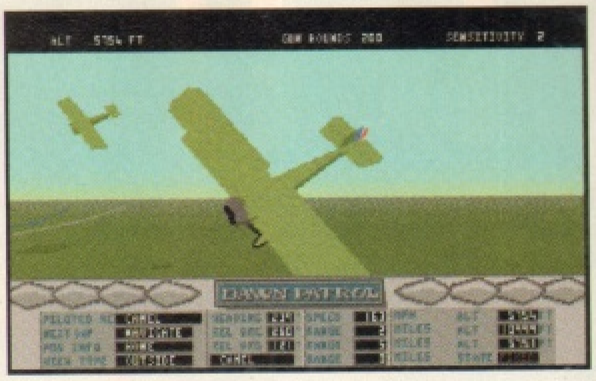
One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

STRATEGY MICROPROSE







Dawn Patrol

■ **Release: Dec/Jan** ■ **Publisher: Empire ✆ 081 343 7337**

I say, tally ho old readers. Fancy a spot of aerial activity with a piece of stretched canvas, a half ton of wood, an engine and a jolly pair of Lewis machine guns? Rather! Climb into the cockpit with Ernest Lee ...

Historical flight sims used to be all the rage on Amiga, well, on every computer really: *Their Finest Hour, Secret Weapons Of The Luftwaffe, Wings, Dogfight, The Red Baron* ... all famous blasts from the past, some good, some bad. But in the last year or so the commotion has died down. Until now that is. Rowan have been busily beavering away on two historical sims, for two different software houses and dealing with two different wars: *Overlord* and *Dawn Patrol*.

Dawn Patrol, Empire's baby, is intended to be the ultimate historical trip to the wings above the trenches of the great war, and will provide you with the low-down on the most famous allied and German aces and the planes they flew. There are 13 planes to choose from, some of which are well known, others more obscure: names like the Sopwith Camel, Pup and Von Richtoven's Fokker triplane are interspersed with less common ones like Nieuport and Albatross, but you can be sure about the historical accuracy of them all.

History lessons

Dawn Patrol is a historical database as well as a flight sim and the presentation looks very good. The backdrops for the various menu pages consist of faded out pictures of the actual aircraft and aces, and the interface has been designed rather like a book. The main menu is divided into pages and the interactive element of actually playing the game takes place within these pages. For example, if you click on the menu entitled The First Aces you will be presented with a list of fifteen men, aces from Britain, France, Germany and the USA. Selecting one of these will move you to another page of the 'book' where you can read up on his history in the top half of the 'page', while in the bottom half contains a mission which the pilot carried out at some stage in his career.

The mission panel will usually have at least two red sections in the midst of the normal black text. These are parameters which can be changed for your particular mission. This allows you to select which aircraft you fly, how many opponents you have and even the positioning of your aircraft. You can also play the mission from the perspective of the Germans or the Allies by clicking on the Iron Cross or the Tommy target.

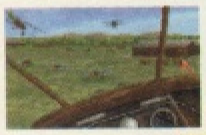
This is all very well, but surely you could get this info from a real book. Doesn't this all sound too much like CD multimedia, and not a real flight simulation game? Well yes it does. *Dawn Patrol* was developed specifically with CD technology in mind, thus the PC CD version has all sorts of additional period music trickery and vocal recounting of stories. It also needs a fairly high specification PC to run properly and this can't bode well for the Amiga 1200 can it?

Doubts were cast aside for the moment once Empire loaded up the work-in-progress version. As you can see from the screenshots it's a polygon creation, and a very good one at that. There were some minor problems with animation and some of the extra detail still hasn't been added to the planes – insignia and that sort of thing – but it seemed to be running mighty fast off floppy disk, and considering that Empire will recommend a Hard Drive (though it will still run off floppy) it shouldn't lose too much speed once they're added.

As much accuracy as possible has been added to the way the planes fly and respond to control too. As with the originals, if you try to do a high G-Force recovery from a dive ,you'll simply rip your wings off, with resultant ground breaking hilarity.

When?

Dawn Patrol has already been released on PC, and is only a few weeks away on Amiga at the time of writing. We should have a full review of it next month though, so hang on in there and we'll give you our opinion on the final version. ■

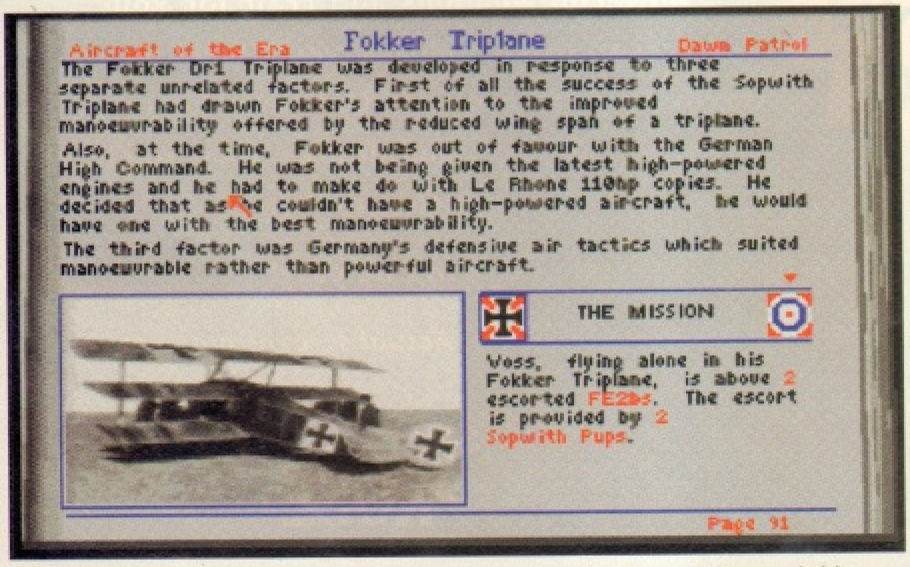




▲ The planes are gorgeously realistic and can be viewed from a number of perspectives.



▲ This is a Sopwith Camel without national markings (to be added on the final version).


Aircraft of the Era — Fokker Triplane — Dawn Patrol

The Fokker Dr1 Triplane was developed in response to three separate unrelated factors. First of all the success of the Sopwith Triplane had drawn Fokker's attention to the improved manoeuvrability offered by the reduced wing span of a triplane.

Also, at the time, Fokker was out of favour with the German High Command. He was not being given the latest high-powered engines and he had to make do with Le Rhone 110hp copies. He decided that as he couldn't have a high-powered aircraft, he would have one with the best manoeuvrability.

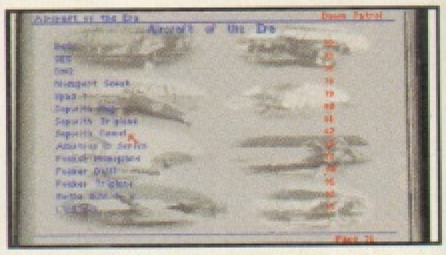
The third factor was Germany's defensive air tactics which suited manoeuvrable rather than powerful aircraft.

THE MISSION

Voss, flying alone in his Fokker Triplane, is above 2 escorted FE2bs. The escort is provided by 2 Sopwith Pups.

Page 91

▲ The game's menu is arranged like a book. Page 91 contains details on Von Richtoven's famous red triplane. The bottom right-hand corner contains a mission which you can fly in the plane.



▲ Planes of the era. There's no chance of mixing Migs with Fokkers in Dawn Patrol.

Football



Amiga Action - Accolade..

90% "Playability oozes from every pore of the game, the others had better watch out, there's a new kid on the block"... "An excellent, excellent football game".

CU Amiga ScreenStar Gold award

95% "The best football action game ever"... "The mighty Sensi is beaten at last"... "The game really excels in the graphics department"... "Tremendously playable".

AVAILABLE ON:

AMIGA 500/600, AGA A1200/A4000, AMIGA CD32, IBM PC, IBM PC, IBM PC CD ROM.

Glory

"If you thought it was all over..... ......Play this now"



Amiga Screen Shots

Black Legend

Black Legend Software.

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a city full of people can be a much emptier place to work.

On board a ship in the Royal Navy, there could well be hundreds of people. All of whom know each other and rely on each other. You're expected to make a personal contribution. But more than that, you have to. Every position is vital, from the greenest recruit to the most experienced officer. Quite simply, if you don't work, the s doesn't. Compare that sense of purpose to some of the other jo you'll be considering over the next couple of years. Just becaus city has more in it, doesn't mean there's more to it.



Rik Skews doesn't like the sound of the Jungle, it frightens him. But Jungle Strike, now that's a different matter ...



Jungle Strike

■ Price: £25.99 ■ Publisher: Ocean ✆ 061 832 6633



It all started three years ago with *Desert Strike* on the Sega Mega Drive. Since then, Electronic Arts' *Strike* series has since spawned two sequels in the shape of *Jungle Strike* and *Urban Strike*. Like EA's excellent *Sports* series, the three *Strike* titles are great excuses for owning a Mega Drive. All the titles follow a similar style with levels divided up into separate missions, some of which have to be completed in order. In others it's possible to complete later missions first, but this is made much harder because earlier mission defences tend to be operational. This intriguing blend of lateral thinking and blasting action works well, and *Desert Strike* has since been converted successfully to a number of other systems including the Amiga. And now, at last, what is regarded as the pick of the trilogy has been converted too.

Thankfully the Amiga conversion of *Jungle Strike* features much shorter loading times than its predecessor, and also improves on the Mega Drive original by way of sharper graphics in some levels and smoother scrolling routines throughout.

The actual plot and gameplay remain much the same though. After defeating General Kilbaba in *Desert Strike*, this time round it's his evil son and major drug baron partner who must be stopped before they wipe out the land of 64oz steaks.

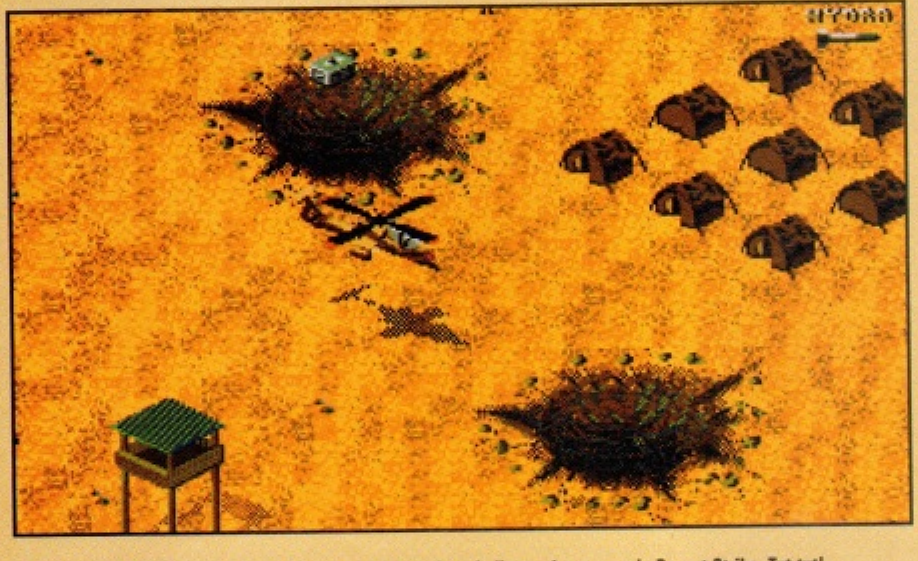
The first thing you need to do is to pick a co–pilot to take care of winch operation and weapon firing. Flying is a full time job in itself you know. A number of co–pilots are on offer and each has variable skills. The best co–pilots are missing in action at the start of the game, but they're definitely worth the danger of finding and rescuing as their skills are like having a third crew member on–board.

Thankfully the helicopter airborne from the start, while the controls are simple to grasp for such a complex machine to fly in reality. There's an option to have inertia and momentum switched off but this takes a lot of fun out of flying the bird and isn't really recommended. It's like controlling an ice hockey player with glue boots.

Itchy fingers

Levels cover a wide area so a tap of the F10 button brings up a very handy and highly necessary computer which contains, amongst other things, a map of the current level. By moving the joystick left and right the map highlights where the missions are based, as well as the locations of some of the ammo crates, fuel canisters and friendly landing zones. The status of each mission is also available for perusal, as well as a detailed description of what each mission entails. Not all the spare munitions and fuel are detailed on the map though. These are only discovered by destroying certain buildings or vehicles, either enemy or friendly. Hidden amour which can be found in the same manner, but is harder to come by. These supplies are winched on board automatically by hovering over the spot and letting the winchman do the work. Three types of weapon are available and all are replenished upon picking up a resupply crate. The chain gun is the most commonly used and comes with 1000 rounds of ammunition. It's possible to exhaust the supply of bullets but you'd need a seriously itchy trigger finger!

The cannon is able to destroy all targets but is relatively impotent, so it's best used on weaker targets. Otherwise you could find yourself tak-



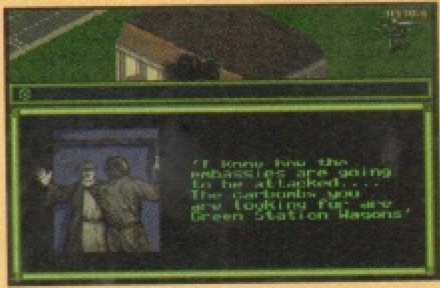
▲ There's a desert level in Jungle Strike which is rather similar to those seen in Desert Strike. Tut tut!



▲ Drop off passengers in order repair the helicopter's armour.



▲ It's always worth double checking with the map to see where you are.



▲ Try not to shoot friendly soldiers as many of them have useful information.

ing more hits than you're dishing out! More powerful Hydra and Hellfire missiles are available for heavily armoured opposition but the compromise is their limited supply, especially in the case of the awesome Hellfire.

Apart from the vague hope of finding hidden armour supplies, the only other way of replenishing defences is to find a landing zone and drop off either rescued friendlies or captured enemy soldiers. Each person carried represents 100 points of armour repair, so it's worth dropping off anyone winched aboard.

As well as a more advanced helicopter than the one used in the *Desert Strike* missions, the player can use a whole host of other vehicles including a motorbike and a Stealth Fighter, which comes complete with an unlimited supply of weapons! These other craft tend to crop up half way through a mission rather than being in their own separate level. For instance in one of the missions the player will come across a bridge which blocks the flightpath of the helicopter. Rather conveniently there's a hovercraft floating about nearby and this has to be used if the player is to progress any further. These other craft naturally have different handling characteristics too, so the player is more vulnerable on the motorbike while the Stealth Fighter can operate at different heights. Again these different characteristics have to be learnt and to complete some of the missions.

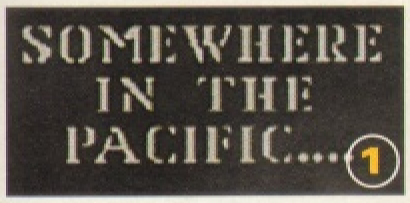


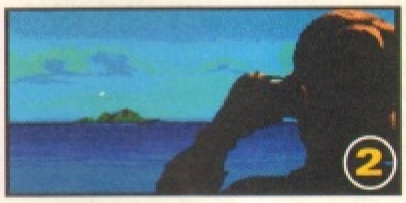
▲ The on–board computer has lots of useful information including mission objectives and a map of the level.

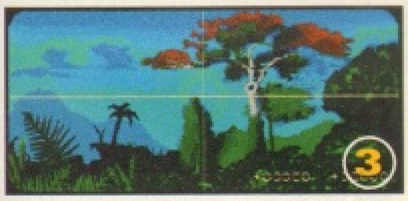
Sadly there's no option to get out of the chopper and progress on foot, although that's since been rectified in some of the missions in *Urban Strike*.

Introducing Jungle Strike

***Jungle Strike* features an intro much more sumptuous than that seen in *Desert Strike*. It shows General Kilbaba's equally mad son Ibn and a notorious drug baron testing one of the nuclear warheads, with which they hope to destroy Washington D.C. The scene then cuts to a newsroom where the nuclear strike is reported, and then onto the player sitting in a darkened room watching the same news channel on TV. The phone rings and his new mission orders are about to come through. He must stop these madmen and their horrendous scheme immediately!**

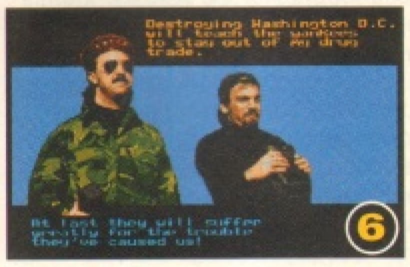






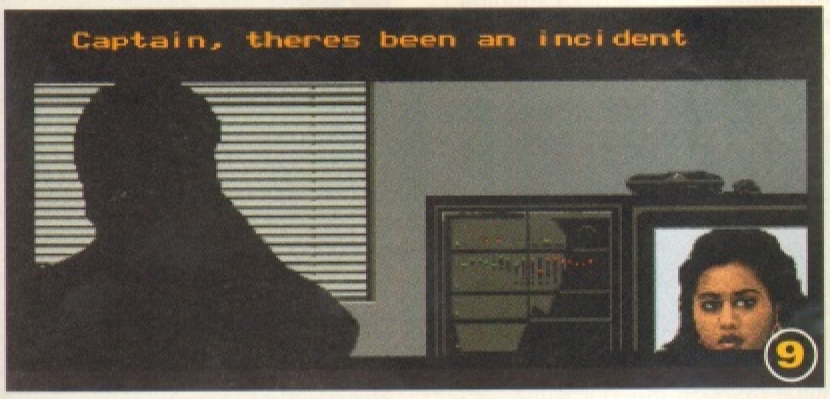












Jungle mania

Things don't go all the player's way however, and with the new and improved firepower on offer, Kilbaba and his cronies have come up with some equally fearsome armaments. For a start, standard tanks now have independent turrets, so like the gunner on the player's helicopter they can fire in one direction while the vehicle is moving in another.

A good example of the enemies' firepower is discovered if the helicopter hovers too long around the submarines in one of the water-based missions. Watch that armour disappear! Apart from anything else the sheer speed of some of the enemy vehicles also makes the going tough at times. There's a mission early on in the game where a number of suicide car bombers have to be taken out before they smash into and destroy the American Embassies dotted around the map. The speed and manoeuvrability of the tiny cars makes them a job for crackshots only.

Apart from the enemy vehicles there are also plenty of top shot enemy snipers and other assorted cannon fodder troops ready to make life difficult. Although these soldiers have little in the way of defence they tend to have very rapid fire and can cause plenty of problems if not disposed of quickly.

Despite the praise heaped on the Amiga conversion of *Desert Strike*, I disliked it because of its hideous loading times and garish graphics which did the Amiga no justice. Thankfully both of these problems have been rectified with *Jungle Strike* and the result is a much more polished title that retains the excellent playability of the console original. This is certainly a difficult game, far more so than *Desert Strike*, but there are certain 'tricks' that can be learned from repeated playing. For instance it's possible to hide behind scenery objects and let them take the flak while you dodge round and destroy the enemy. It doesn't take a genius to work out how to approach each mission, but it's a refreshing change to have to think in a format as familiar as the shoot 'em up. This blend of shooting and thinking action blends together seamlessly and in the process creates a classic blaster well worth a ride. ■





▲ Many buildings contain weapon supplies so it's often worth wasting a few cannon shells in order to gain some more valuable Hellfires and Hydras.

JUNGLE STRIKE £25.99

A500 · A500+ · A600 · **A1200** · A1500 · A2000 · A3000 · **A4000**

- workbench version.........3
- number of disks..............3
- RAM.................................2Mb
- hard disk installable ......no

graphics	87%
sound	81%
lastability	83%
playability	85%

OVERALL
A great shot 'em up with a difference. **85%**

Those colonist chompers are back once more in the final instalment of the Alien Breed saga. We sent in champion alien eater Rik Skews to kick some butt. And shoot some too.

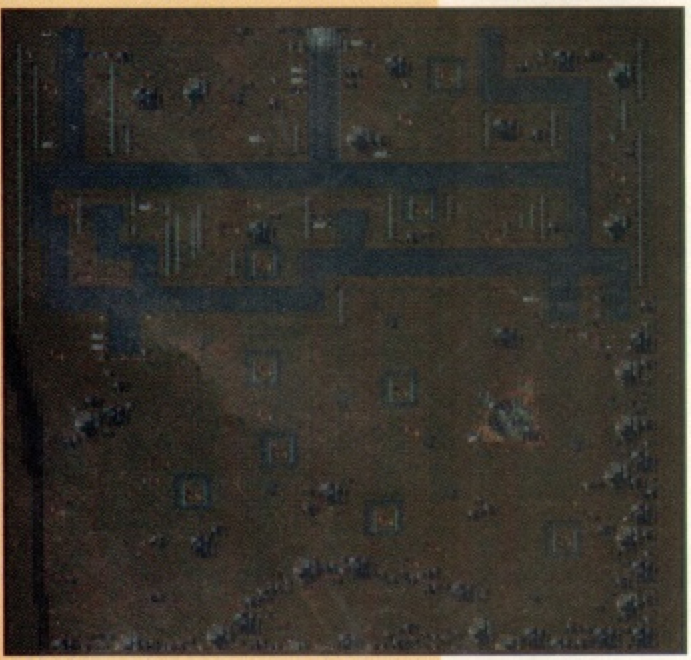
Alien Breed
Tower Assault

■ Price: £29.99 ■ Publisher: Team 17 © 0924 201846



If Team 17's *Super Stardust* is the *Asteroids* of the Nineties then *Alien Breed* must be *Gauntlet*. Released just over three years ago the classic space based blast 'em up put a then fledgling company on the games software map.

Set around a human colony desecrated by aliens the game cast the player and an optional chum as galactic marines sent in to find out what had happened to a space colony and then to clear the place of the aliens discovered within.



▲ In the previous Alien Breed games utilising the maps was important. With the multiple exit points in Tower Assault using them becomes a necessity.

The plot was corny and uninspired but the execution was superb. *Alien Breed* was put together by a team of seasoned PD coders who included renowned graphic artist Tobias Richter and the then largely unknown computer musician Allister Brimble. Everything about the game reeked of polish, from the silky smooth scrolling, atmospheric music and FX down to the arty black box which has since become a Team 17 hallmark. Such was the success of the game that a 'remixed' budget version was released (another successful formula that Team 17 have since re-used on other top titles) which went on to become one of the best selling Amiga budget titles of all time and a sequel, last year's *Alien Breed 2*.

Tower of power

Now *Alien Breed Tower Assault* is upon us the most obvious question is whether this is more of the same or something a little more original. Judging by the game's plot it looks like the former. Picture the scene. It's far into the future and the place is Azarin 2E, a planet rich in Tellurinium, a vital element used in military spaceship hulls. A military research unit is based here but unfortunately so is something far more unfriendly. That's right, another horde of aliens who just love humans (especially between two slices of buttered bread) are also living there and, breeding like bunnies, they start munching their way through the



populace once more. Now the universe might be a large place but after three previous colonist wipe-outs at the hands (claws?) of aliens which fit the description of those here, you'd have thought the inhabitants of Azarin 2E would have clicked something was afoot when they kept tripping over assorted limbs and entrails of their companions. But no, clearly these colonies are staffed by the sort of people who have the life expectancy of a red jumpered extra from Star Trek and consequently it was goodnight Azarin 2E for anything human.

This time round though, a few of the colonists managed to survive long enough to get off an SOS. The dreadnought Herona was the interceptor and after jotting up on previous breed encounters ten dropships of trained and prepared crews were launched. As the saying goes though, military intelligence is a contradiction in terms and the dropships neglected to take into account the base's defences. With nine dropships destroyed things weren't looking good for the crew of the tenth but they got a whole lot worse when only the player's character survives the crash. Oh dear. So once more it's down to just one man to sort these aliens out for good.

Thankfully the game itself is far more satisfying than the plot. Although the scenario and much of the gameplay is similar to previous Breed titles (why change a winning formula after all?) the implementation is better. For a start the 50 new levels are a lot less linear than before with multiple exit points. This adds considerably to the lastability rating because as it's now possible to come back to a level once completed and play it again through a different route. And it tends to stops the frustration of being stuck for ages and performing the same tasks over and over as the different routes throughout the game tend to have an easy or difficult rating. If one particular zone



▲ There's no-one to save you but yourself. The sound effects which accompany the death and mayhem are also spectacular.

Litterbugs

In order to avoid becoming the aliens' main course the colony inhabitants dropped everything upon encountering their not very friendly visitors. This has resulted in the grounds of each level being strewn with pick-ups, the most useful of which are detailed below.



AMMO PACKS: You can never have too many of these.



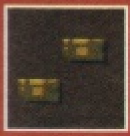
PERSONAL DATA CARDS: Scour these for any useful information.



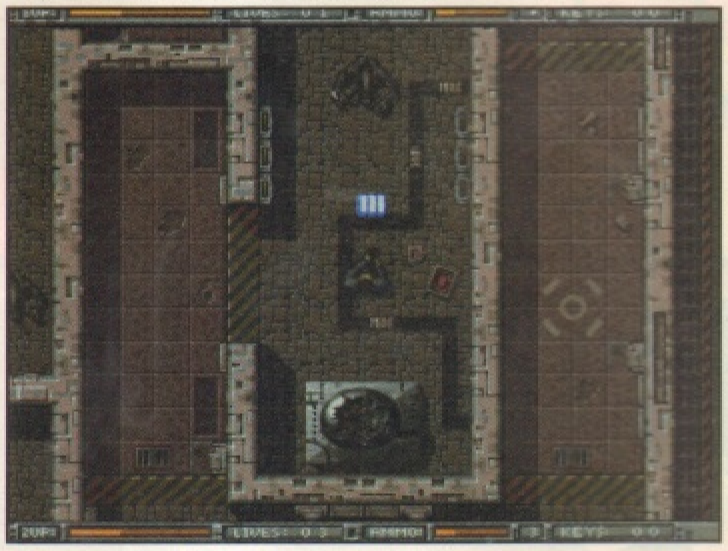
KEYS: A far quicker way to open a door than filling it with lead!



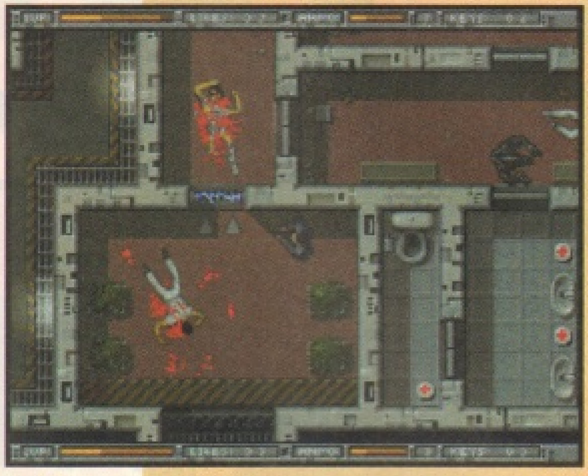
MEDICINE: A quick dose of this will heal wounds a treat.



CREDITS: Buys better upgrades. Lower value green credits also available.



▲ One of the game's best new features is the retreat facility which allows the player to withdraw while still firing in the same direction.



▲ Like Dreamweb, Tower Assault is quite graphic in places and features mutilated corpses and bodies being eaten by aliens. The result of this means under 11's won't be able to purchase it. So there.



▲ Whereas the aliens have been the prime enemy in previous Breed games, this time round the man made dangers such as security tracking guns, minefields and radioactive rooms cause just as many problems.

is causing trouble then next time round other, hopefully easier paths open to the player can be tried. Team 17 claim there are over 250 ways to complete *Tower Assault*.

Pulp puzzles

A puzzle element has been introduced on some of the levels but don't fear shoot 'em up fans, this accounts for only a small percentage of the total game. For instance, one of the earlier routes requires all the auxiliary generators in a zone to be found and activated before a door later in the level will open. The other main new gameplay feature is the retreat mode which lets the player fire behind while running away. Although only a small point it helps avoid the frustration of, say, trying to open a door while an alien sneaks up behind and attacks.

As well multiple exit points the levels themselves are much more variety packed than has often been the case. For instance some levels are set in the dark with only the aliens' eyes and a torch providing limited vision. The effect is similar to the night driving sequence in the old arcade game *Spy Hunter*, if anyone can remember that far back. There's new varieties of alien too, including ones which burst from cocoons and others that are invisible.

Upon playing *Tower Assault* though, its improvements in the audiovisuals which are first apparent. There's far more graphic detail here than had been the case previously. Player sprites and backgrounds in particular deserve special praise, being both highly detailed and fluidly animated. There is a definite downside in the detail though; some of the floor debris can look like collectible items. The yellow credits are particularly prone to this, which I found frustrating, especially after expending several keys trying to reach them. Sound too, has been suitably beefed up, even more so if playing on an A1200. If you don't have access to a stereo monitor this game is a suitable reason to consider a purchase.

Squeal like a pig!

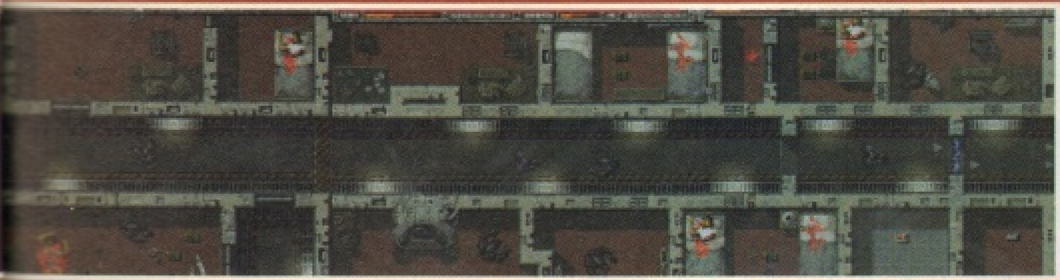
Some of the squeals the aliens make after being hit are quite disgusting and feature a fine reverb effect. The best use of the sound though, is where the aliens are seen feeding off the humans. This is graphically depicted and the reason the game carries an 11+ rating. I'm not a great fan of ratings in games but the above scenes are some of the most gruesome I've seen in a 16-bit product and rank up there with *Dreamweb* so it's probably a good thing if it keeps parents happy. Out of interest the mutilated bodies were supposed to appear in the original *Alien Breed* but Team 17 decided against it. After the furore surrounding the supposed violence in *Mortal Kombat* last year it would have been interesting to see whether *Alien Breed* would have sold better if it had been released with all that 'adverse' publicity. Still the *Breed* series has done very comfortably so far and *Tower Assault* should do the same. In my opinion it's the best of the titles and would have scored much more it wasn't a sequel. The multiple exit points and puzzle elements and of course far more levels will keep blasting fans involved for far longer than the original title did, as well as breaking up the frantic blasting action that became a chore in *Breed 2*.

The difficulty curve has also been well judged, unlike *Alien Breed* which was too easy and *Breed 2* which proved ridiculously tough.

As it stands if you own the original *Alien Breed* this is still a worthy purchase. It contains much more variety and will no doubt prove to be a longer lasting gaming experience, as well as removing minor gripes like not being able to fire backwards.

If you haven't previously bought one of the series the same recommendation applies but if you've got *Breed 2* have a good look first as *Tower Assault* has a lot of similarities. It's definitely the best of the *Breed* bunch though and a very fitting finale to a classic Amiga games series. ■





◀ Mutilated corpses and Breed are all over the levels. You can even catch Breed eating them!

TOWER ASSAULT £29.99

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

- workbench version.........1.3 +
- number of disks..............3
- RAM..............................1Mb
- hard disk installable ......yes

graphics	85%
sound	86%
lastability	88%
playability	84%

OVERALL

A excellent finale to a classic games series.

86%


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"A refreshing new approach to the genre... a great real driving game... we like it!"
NMS
"It's fast, furious and most of all, fun!"
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Lords of the Realm

■ Price: £34.99 ■ Publisher:Impressions/Daze Marketing © 071 372 7435



Impressions are releasing new software by the horse and cart load these days – or is it these Daze? Ho, ho! Alan Dykes gets mediaeval ...

I was sad. I played *Castles* and *Castles II* into the night. I got abuse from my colleagues for being a train spotter – but I still enjoyed myself. Like other simulations there is a great sense of satisfaction when things go your way, when you have the most land, the most awesome army and the biggest castles. It's a power thing and my shrink tells me it's OK as long as I don't confuse gaming with reality.

Impressions have a power thing about simulations. In the same way as Arnold Schwartzenegger devoted his youth to developing the most insanely exaggerated body in the world, the staff at Impressions have devoted their collective youth to getting the simulation engine right. Be it in mediaeval world domination or car production, they are determined to feed us with the right mixture of statistics, realism and playability to develop our minds and raise our body temperatures on all those cold winter nights spent indoors running mice into the ground playing their games. But Impressions has had its flaws. Its games have been criticised for speaking in a strange, difficult to understand manner and being over complex but under animated. Too much faffing around and not enough excitement.

According to Tony Dillon *Detroit* solved most of these criticisms, but I found the game rather too boring to agree with him. It's the nature of this sort of beast though, he will probably disagree with me on *Lords Of The Realm* which I think is the most addictive game of its type on Amiga.

Lords Of The Realm is based in England from the mid 13th century onwards. There are six Lords and consequently you can have up to six players. Starting off at the set-up stage you can choose one of four difficulty levels, viewing options and what to name your very own character. From here the game places you in control of a county – which one is a random choice but does actually affect the game. I broke the back of Gwynedd in North Wales and made Gloucestershire the most powerful county in England on two separate occasions, while Andy Leaning's political machinations completely ruined and depopulated Suffolk (an event from which it still hasn't recovered). He's now trying to get out of Devon. The only county neither of us liked was Somerset where the people were continuously diseased.

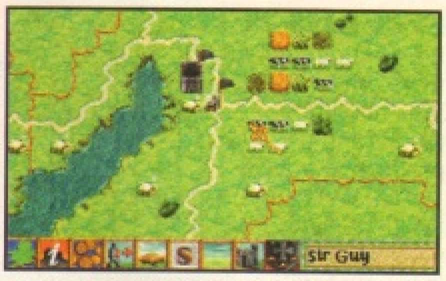
Peasant stew

The object of the game is to succeed to the throne, dominating the land with your powerful armies and brilliant strategies. But it all starts off at home, where you have to look after your local peasants in order to tax them, make them build castles, keep your fields in good order, grow grain, look after cattle and sheep and breed the cannon fodder of the future.

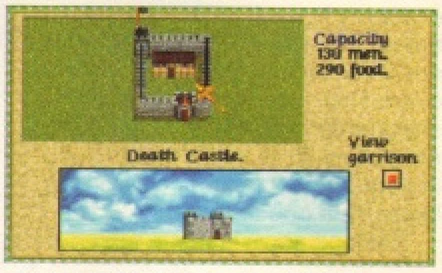
Depending on which county you win in this lottery you'll start off with a small amount of cash (gold crowns), cattle, sheep, grain and, of course, people. Each turn the player takes represents a season of the year and the distribution of your peasants will thus be different for every one. In the spring you'll need plenty of peasants to sow grain, but in summer you don't need as many. In autumn though you'll need more than ever to reap the harvest. And don't forget about sheep and cattle. During lambing and calving you'll need more people to increase the herd. Oh yes, and peasants eat too you know.



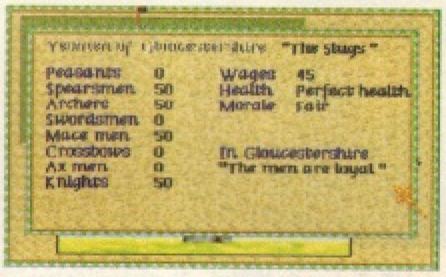
▲ Ye map of Englande: Humble beginnings in Gloucestershire.



▲ Sir Guy's so rich he's built a Castle in Gloucestershire



▲ It's called Death Castle and can hold 130 men.



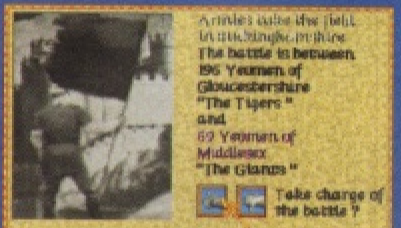
▲ Isn't it odd that there's actually 200 men in there?

BATTLE BY NUMBERS

Chit chat has its place in *Lords Of The Realm* but the only way to increase your power is to take over neighbouring counties. This gives you access to more people, more produce and more tithes. You can engage in battle personally or let your Amiga decide the outcome for you.



▲ Yeah, as if! I pick your nose with my sceptre, Saxon scum.



▲ My kind of odds: 196 to 69. And yes thank you, I will take charge of the battle.



▲ Toy soldiers mix it in a battle to the end. Sound is good during these battles.

Pound a dozen luv

It's all about money in the end and there are two ways of making this. Way number one is to raise the tithes (taxes) and way number two is to sell produce at market.

The first way is useful but will lead to unpopularity, the second is easy if you have the gear to sell and a trader is in your territory during the season. You will need to build up a thriving economy in the first year or two before you advance across some-one's border and increase your land ownership. Once there are enough sheckles in the coffer you can hire a mercenary army and knock the stuffing out of most neighbouring villages, with one or two exceptions.

The bad news is that people can get unhappy if you ask too much and don't look after them. Clicking on one of your counties in the main map of Britain (minus Scotland) will bring up a status report in the top right hand corner of which is a heart symbol. The happiest you can get your people is 40 hearts the most disgusted is 0. Once you drop below five hearts you have five seasons to recover their confidence or get booted out of the county – and if this happens you'll lose your castle too.

Threats come from other lords and ladies, either human or computer controlled, who want your wealth and land, so you'll find that it's a good idea to make peace with some of them. They may double cross you at a later date (so can you), but it's better than having everyone openly aligned against your forces. Of course, if you particularly don't like one you can taunt or insult them and deal with the consequences later.

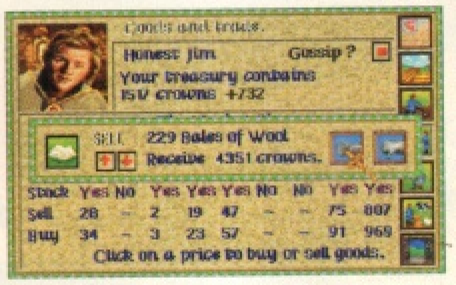
In single player mode information on how you are doing is accessed via a court stewart who tells you how much your power, wealth and population has increased or decreased over the year. If you want you can have him give you even more help, popping up every now and then to tell you what needs to be done once you have three territories or more. You also get a status panel consisting of flags which tell you who is the wealthiest lord, who's got the largest army and the most land etc, and, for the vain, who is considered to be the greatest leader.



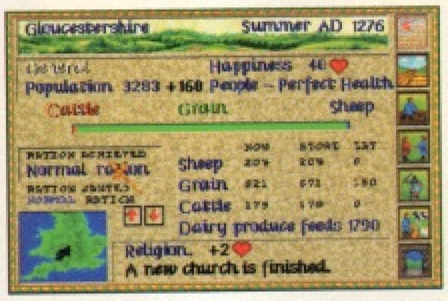
▲ Sir Guy is the greatest noble. Long live Sir Guy.



▲ I (Sir Guy) am the Master! – Oh yes, I will be king.



▲ Sell 229 bales of wool for 4351 Crowns? Yes please!



▲ A new is church is finished. Just in time for Xmas.

Conclusion

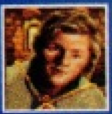
If you were a *Defender of The Crown* or *Castles* fan then *Lords Of The Realm* is for you. Any game which has me playing 'till 1 o'clock in the morning, three nights in a row has to be worth while. There are some flaws though. In two-player mode the stewart function is switched off so there is much less interaction. The game does suffer from this. The manual battle mode is rather droll too, even though the strategy you use may be better and save more lives than computer control, and as such is useful. The game also tends to slow down from time to time, even on our 4000 and messages sometimes corrupt – but this should be fixed in the final version.

In the final analysis the AGA graphics are superb, sound is moderate and the interaction and addictivity level is impressive. If you want a quick fix this won't provide it. *Lords of The Realm* will take weeks, if not months, to master and you'll lose a lot of sleep in the process. Not everybody's cup of tea but one of my favourite pastimes for the last few weeks. Now, if only I could stop the peasants eating those damn cows! ■



▲ Wey hey! Now Sir Guy owns Oxfordshire too.

AT THE MARKET



Hey ho, noddy no, as a popular mediaeval song used to say, probably. It's market day and Honest Jim the trader has come to town. You need to speculate to accumulate in this business so starting off by buying more cattle and sheep will reap dividends at a later stage.



CATTLE
A useful livestock investment.



SHEEP
Best try to hold onto these for the wool.



GRAIN
Keep your grain stores high.



WOOL
The best item to sell. Loads of dosh.



BEER
Peasants dissatisfied? Fill em with Boddies.



STONE
Expensive to buy, but castles need it.



WOOD
Won't burn a hole in your pocket.



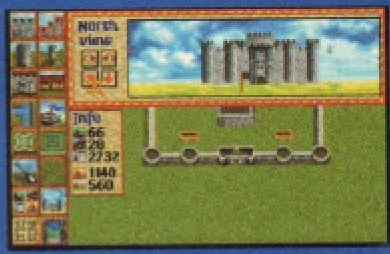
WEAPONS
Expensive but essential. Get some now!

CASTLE BUILDING

Castle building is very much a matter of personal preference. There are six different types of castle supplied in the castle menu but, if you're like our Andy, you'll want to design your own. Lords allows you to do this and even to add to your castle at a later date. Remember though, the bigger the castle, the more peasants tied up in its building and the more expensive the materials needed for it. Start small and build on later.



▲ Use one of the pre-set castles ..



▲ or design a 1000 soldier monstrosity.

LORDS OF THE REALM

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

- workbench version 3.0 or better
- number of disks..............3
- RAM..............4Mb
- hard disk installable ......HD only

graphics	90%
sound	79%
lastability	92%
playability	82%

OVERALL
Great! Marathon role playing sessions ahoy.
87%







GUNSHIP 2000
- ©1991 Microprose Ltd.

A CENTURY OF SUPERB MILITARY WARFARE

FROM THE STUNNINGLY ACCURATE SIMULATION OF WW1 IN HISTORYLINE, THROUGH THE COMPREHENSIVE, SOPHISTICATED SIMULATION OF WW2 THAT IS CAMPAIGN, TO THE MODERN-DAY STATE-OF-THE-ART HELICOPTER FLIGHT SIM GUNSHIP 2000 - COMBAT CLASSICS 3 IS A MUST FOR GAMERS EVERYWHERE!

GUNSHIP 2000

"The definitive helicopter simulation. Gunship has an authentic flying feel about it, without sacrificing any ease-of-play factors." (PC Review)

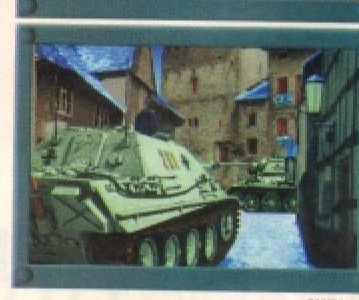
"The game offers the best of both worlds - Sheer playability and dynamic realism combined, make it one of the most satisfying flight sims yet!" (PC Format)

Campaign

"One of the most ambitious war games of recent times." (PC Format)

"The game is incredibly detailed and accurate when it comes to the military hardware..it has a well thought out player interface!" (PC Review)





CAMPAIGN - ©1992 Empire Interactive / Jonathan Griffiths

HISTORYLINE 1914-1918

"An outstanding and original game. The graphics are excellent, the atmosphere terrific and the standard of presentation first-class!" (PC Review)

"It's got class...It's got style...It's got sense and it's brilliant! What more do you need?" (Amiga Power)





HISTORY LINE - © 1993 Blue Byte

THE ESSENTIAL WARGAMING COMPILATION!

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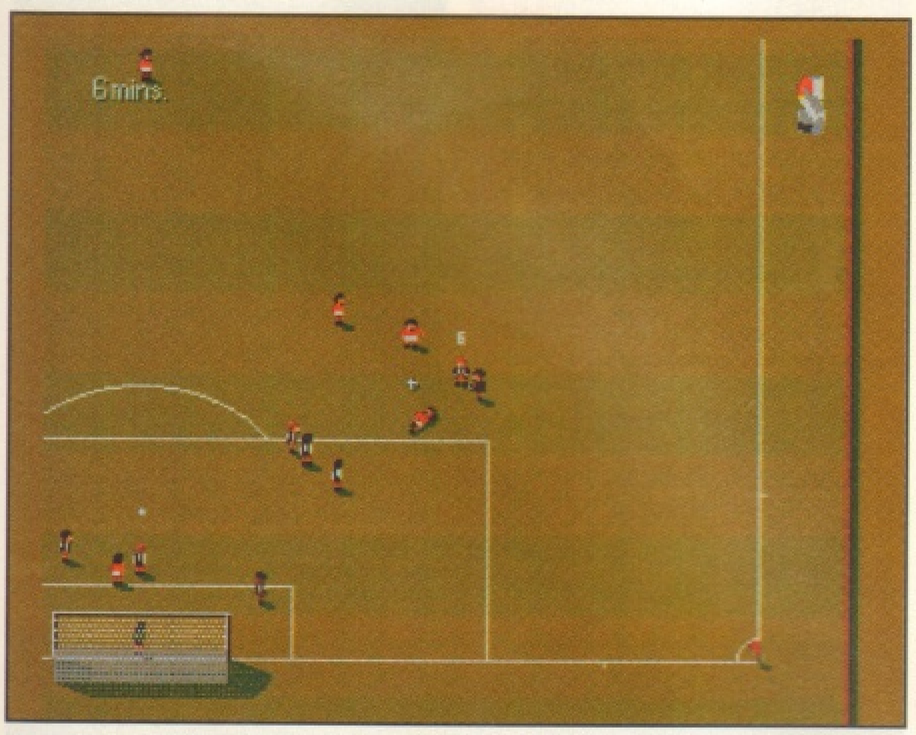
Empire Interactive, The Spires, 677 High Road, North Finchley, London N12 ODA. Tel: 081-343 9143 Fax: 081-343 7447 Modem: 081-343 7557

AVAILABLE FOR PC 3½, PC CD-ROM, & AMIGA

How can Sensible Software improve on perfection? Rik Skews is the lucky man with the answer...

Sensible World of Soccer

■ Price: £29.99 ■ Publisher: Renegade © 071 481 9214



▲ Nasty fouls can now result in player injuries and of course a red or yellow card for the perpetrator.

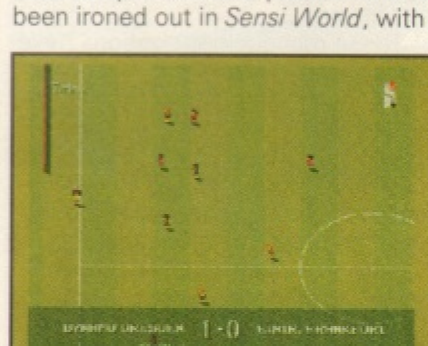
Disappointment. Not a word you'd expect to find in a review of one of the finest games ever created, but that was my initial impression on playing the original *Sensible Soccer* way back in 1992. The sound, and in particular the graphics, were basic even for over two years ago. However once seated and playing I was instantly hooked and barely a day has gone by since when I haven't had a quick kickabout. And that's obviously been the case for thousands of other computer owners since, as *Sensible Soccer* remains one of the best selling Amiga titles of all time and has been converted to just about every other format available.

Like all of Sensible Software's titles, *Sensible Soccer*'s success lies in its gripping gameplay, but also in its highly responsive control system which is unmatched in any other sports game. Tapping the fire button results in a small pass while yanking the stick back at an angle pulls off a spectacular banana kick. The control is very, very intuitive and moves are carried out in a split second without having to worry about awkward joystick combinations. Critics though, have pointed out how unlike a real footy match *Sensi Soccer* is and this is fair comment. But while Electronic Arts' FIFA International Soccer captures the look of the sport much more faithfully, its cumbersome control method where the computer tries to take over at every opportunity, makes playing frustrating at times and goalscoring a matter of luck. And while I might share the same birthday as Tony Dillon I'd have to disagree with his rating of Cro Team's *Football Glory*. There's no denying that it plays a fine game of football, probably the best after *Sensi* in fact, but it too is let down by its difficult to master control system and a number of frustrating bugs.

Sensible Soccer seems pretty much perfect then, especially in two-player mode, but there were a few minor niggles. Firstly the game became too easy, even against classy Series A opposition, while the players themselves tended to play much the same, no matter what position they were supposed to be representing. There was also no need for substitutions as until Version 1.1 appeared, players were never injured or booked. And there were a couple of spots on the pitch from which the expert player could be assured of scoring, even from 50 yards.

Sensible ironing

Thankfully all of these problems have been ironed out in *Sensi World*, with



▲ Who needs digitised graphics and sound when the gameplay is so captivating?



▲ Only two subs are available now, just like the real thing. Plenty more team formations are available though, including custom ones.

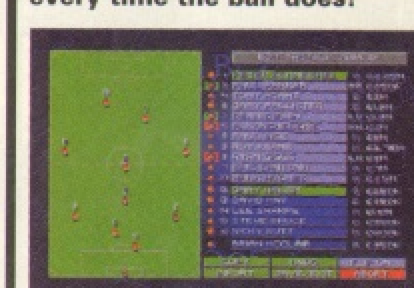


▲ A whole new batch of amusing custom teams await including More Sad Things and What I Am.

the difficulty level pitched much higher and more realistically. Come up against Giggs and the rest of the Manchester United dream team and the player's defence will know it, no matter how good a team they are

SELF CONTROL

Sensible World of Soccer **comes with ten of the most popular formations used in modern football, from the traditional 4–4–2 to the more experimental 4–2–3 and Sweeper formations. As well as this there's an opportunity to create up to six individual formations which can be saved for later use. Upon deciding to edit a team a grid comes up with 240 positions representing where each player can be at any one time. Another 35 squares represent everywhere the ball can lie. Each player in the team can be moved wherever desired to correspond with the lie of the ball. Confusing at first but worth persevering with as it's possible to define a formation where all the players end up in the opposition six yard box every time the ball does!**





▲ The graphics still aren't state of the art but the new crowds add some colour.

themselves. Scorelines too, are far more faithful. Nil-nil is the norm now, rather than five-three. Indeed it's worth pointing out that it took me three games to find the back of the net, so I imagine those new to Sensi will have some hard grafting ahead of them before they hit the top of the league.

Injuries are now a worrying reality, although serious injuries are rare; a four match resting period is common. This can still be very, very annoying if a key player is lost at cup ties though.

The different types of injuries that can occur can be kept track of on the squad details screen. A bandaged head means that the player has simply taken a slight knock while a red cross with a number inside represents the number of days that player will be out injured. Fear the black cross because this means the player has been seriously injured and will be layed out for the rest of the season.

Apart from replacing the injured, substitutes now have a much more important role. As in real life, only two are available so choosing them with care is a priority.

For instance, if Blackburn are the opposition it might be an idea to have spare defenders to combat Sutton and Shearer, while a couple more strikers would be fitting against a lowly FA Cup first round team.

These management options have a far greater impact on the gameplay than the first game. Indeed there's an option to play as just a manager. But you'd miss out on such good gameplay and all the brilliant matches themselves which can either be played as a one match friendly, or as part of an in–depth one season or 20 season career.

Do I not like stats?

All the players from 1,400 world clubs and 131 national sides have been included and they're up to date for the 94/95 season. The data on each player is astonishing: and as well as including the right hair and skin colour, it also includes their particular skills. This is a Godsend for the footy statistics fan, as the transfer market has an option to select not only what type of player is required but also what type of skill, from passing to finishing. This means that the knowledgeable can stay away from the famous and high priced names and instead scour the lower leagues for talent, not just in England but from every major league in the world. Most teams are happy to flog players languishing in the numbers 13 to 16 shirts and often at a lower than stated price.

The transfer market allows the player to put up to five of his own team on the market, although quite often offers will come in for other players. The value of players varies on how they are performing. A goalie with holes in his hands would soon plummet in value while a striker that bags a hat-trick every match becomes top of the wanted list . Similarly a player that's rotting in the reserves loses value slowly but surely. If you're a competent enough player it's possible to put a defender in a striker's position, score plenty of goals, increase his value and then flog him for a tidy sum.

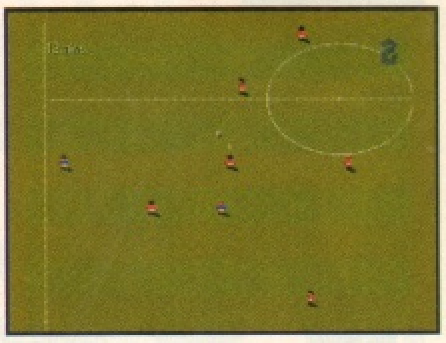
The tactics section of the game has also been vastly overhauled. As well as more than double the number of preset formations it's possible to create and edit up to six from scratch.

The wealth of new features available adds considerably to the experience of playing *Sensi World*, creating a game that remarkably is better than the first.

The increased difficulty level is a major boost, especially for *Sensi* pros, but the it's the management options that give the game a razor sharp cutting edge.

Being successful with a team playing in a formation exclusively created by yourself , and full of players you bought is vastly satisfying, as is picking up a low league player for a few quid and flogging him for a million a year or so later.

The greatest and most enjoyable



▲ Passing is now far more realistic as receiving players try to break free of their markers and get into position.



▲ Half and full time come complete with a match stats screen. Useful for checking up on percentage play and of course if you're a stat head.



▲ Goal! Treasure those goal in the back of the net moments because the increased difficulty means goalscoring is far less frequent.



▲ Skin and hair colour, value, skills and positions, every one of the 26,000 included players exactly replicates their real life counterpart.

MONEY TALK

As the saying goes: 'You get what you pay for' and that's the case in *Sensible World of Soccer*. Giggs might cost £8 million but his control and pace will reap dividends and soon pay back the investment. Be careful though, just because a player costs £2 million or more it doesn't necessarily mean that he'll be right for your team. I spent over £2 million on Andy Townsend whose slow pace didn't fit in with the rest of my racy midfield and consequently ended up part exchanging him for half his value. Make sure you only buy a player when strictly necessary as their value can plummet if left in the reserves for any length of time. If you've transfer listed an expensive player don't necessarily take the first offer. When playing Aberdeen I refused three separate deals for the £2.25 million rated Eion Jess and ended up getting £3.5 million. Equally don't get greedy. No team will offer more than two improved offers so it's usually a gamble to ask for more once an improved offer has been put up. If the player's not that important to you, take the improved money offer and run!

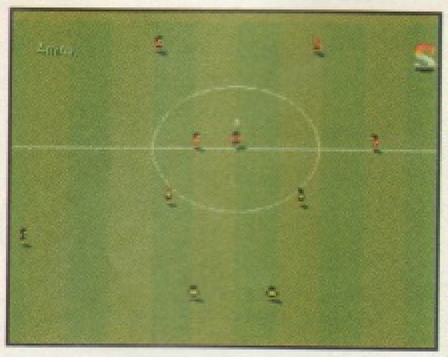


YEP, HE'S THERE AS WELL!

I'd hate to have had to enter all the details for the 26,000 or so players featured in *Sensible World of Soccer*, all of which are based on their real life counterparts. An example of *Sensible World of Soccer*'s incredible attention to detail is shown below. For our non New Zealand readers Burnside are a team from their Southern division. I would like to point out though, that my home team the trusty Littlehampton Marigolds are nowhere to be seen (still perhaps that mirrors real life too). And Alan hasn't been able to find his cousin, captain of Sligo Rovers (OK, so you mightn't have heard of them before) for the last few years. Yet.



game I've ever played, *Sensible World of Soccer* is a landmark software title that once again shows the pedigree of Sensible Software and of course the Amiga. ■



▲ The large variety of different pitch surfaces remain in Sensible World of Soccer – unfortunately though, no new ones have been introduced.

SENSIBLE WORLD OF SOCCER

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

- workbench version.........1.3 +
- number of disks.............2
- RAM...............................1Mb
- hard disk installable ......no

graphics	72%
sound	76%
lastability	94%
playability	96%

OVERALL
A very, very sensible purchase. **96%**

WIN!

ONE OF FIVE SENSIBLE FOOTBALL SHIRTS

The Sensible Software boys are so pleased with their new creation that they've decided to make up some celebration football shirts for fans to wear while they battle it out in the most obscure football leagues in the world.

As with most competitions we've come up with a wickedly difficult question ... well a task really. Anyone who's ever played *Sensi Soccer*, any version, will have discovered the witty teams that those wacky Sensi boys have come up with. What we want you to do is make up your own team name and players. Points out of ten will be awarded for 1. their originality; 2. how funny they are; 3. why you think this team would triumph in real life (include on a separate sheet). Points will be deducted for teams which include too many real footballers, are too rude or sick.

Use the form opposite, or a piece of paper to list your team and send it to us at "My team, my team!", CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You could find a *Sensible World Of Soccer* football shirt and a noisy (but handy for Brazilian street carnivals) whistle in a padded envelope stuck half way through your letter box one morning! Usual competition rules apply. We'll print the best teams.

TEAM NAME: ....

GOALIES: ....

RB/LB: ....

DEFENDERS: ....

RW/LW: ....

MIDFIELDERS: ....

ATTACKERS: ....

YOUR NAME & ADDRESS: ....

thank you vicky (last AD)

Will humans never learn? You just can't trust machines and that's final ... claims Alan Dykes as he chokes on yet another plastic cup of synthetic coffee. From (you guessed it) a machine!



Rise of the Robots

■ Price: £34.99 ■ Publisher: Mirage/Time Warner ✆ 0604 602800



You are now witness to a true multimedia event. *Rise Of The Robots* was originally instigated by Mirage for the PC in 1993. Then Time Warner Interactive stepped in with wads of multinational cash, waved its giant marketing wand, roped in some other software houses and, lo and behold, *Rise Of The Robots* became a 21 format game, all destined for a simultaneous launch before Christmas 1994.

With beat 'em ups all the rage, and the undisputed king and pretender roles being swopped between the *Streetfighter II* and *Mortal Kombat*, series it was going to need something sufficiently different, original even, to stand a fighting chance. Enter the robots. With the runaway juggernaut success of films like *Terminator*, *T2* and *Robocop* it seemed reasonable that people would welcome a decent opportunity to test their mettle against metal, so to speak, in a game.

The basic premise behind *Rise Of The Robots*, if you hadn't guessed from the title, is that they are trying to take over the world. Well, one robot is anyway: a super 'she' robot known as The Supervisor, who's in charge of production at one of Earth's major corporations 'Electrocorp'. An Ego virus has got loose in The Supervisor's binary system and the only way to stop it is to destroy her. Enter you and I as a 'loyal' cyborg. But The Supervisor isn't alone. She has five subservient robots who stand in your way, ready to lay down their, er ... batteries I presume, to protect her. The idea, in single-player mode, is to beat them and then her.

You've got to get past each of the five robots twice to confront her and it gets more difficult second time around.

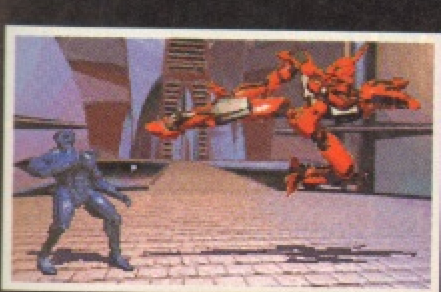
Speaking of difficulty there are four levels: beginner, easy, medium and hard. And options on whether to play to the best of three, five or seven rounds with 30, 60 or 90 second or infinite bout times. The idea being that a bout of three rounds each lasting 30 seconds is much more difficult, requiring fast offensive action and lots of special moves; longer bouts and more of them give you time to adapt to the enemy.

And moves? There are actually not that many. Each character can execute about seven different types of hit and one or two special moves which, in fine shoot 'em up tradition, can be difficult to grasp. The theory is simple enough: down, up, fire and all that, but as usual timing is critical and thus five in a row is possible at times while even one can be difficult at others.

There are two ways of playing *Rise Of The Robots*: To complete it, or to gain points. While both of these are not mutually exclusive, you tend to go through a phase at the beginning of every game where all you want to do is show off and finish it. With *Rise Of The Robots* the party doesn't end until you enter the second round of bouts on medium level and, then the hard level. Up until then a simple combination of moves will suffice to despatch all comers – including The Supervisor.

The second way of playing is the fair way: maximum points mode. Here you try to maximise your own score and beat your opponent's using special moves and maximum power hits.

You'll notice an awful lot of junk being typed onto your screen at the







▲ The AGA version is gorgeous, with beautifully rendered graphics. There are options available to switch the robot's shadows on or off and remove screen shake – technically caused by the weight of the robots falling.

beginning of every bout but there are only four things that really matter, apart from the robots that is; the life bar, the power bar, the timer and some little red squares which signify how many bouts you or your opponent has won.

The life bar starts off green, becomes yellow once you've had a whopping great thump off Droid 2, progresses to rusty red and further. Soon, in a manner of speaking, your nuts are numbered. The power bar is blue but only lights up once you press the fire button. If you let it reach its furthest, bluest point and let go it'll create a much bigger hit than simply stabbing the button. However, building up power leaves you vulnerable to attack.

And so, it's great eh? Well, yes and no. The best thing about *Rise Of The Robots*, and the thing you'll hear most about, is its graphics. It arrived in three forms; for CD32, A1200/4000 and all other Amigas with 1Mb Chip RAM (so A500 owners are out of luck). Of these the one which stood out most was the 1200 version. This is because, using the RGB output and a decent monitor, the colours were gorgeous, the animation smooth and detail excellent. This game has been beautifully rendered.



The CD32 version, using its TV output is nowhere near as sharp through a monitor and only half way there on telly – granted the A1200 version isn't as good on telly either. And – unbelievable though it may sound – the A1200 version seems to be faster too, by a whisker. But it's not faster loading!

Read this carefully: *Rise Of The Robots* comes on 13 – THIRTEEN disks! Of Which seven are game disks and six are for the intro animations. If you have a hard drive and want to install it you can kiss goodbye to 40Mb. If you don't you can kiss goodbye to the intro animation and say hello to six spare blue diskettes.

It's recommended on the box but I'll recommend it here too: a second disk drive. Luckily *Rise Of The Robots* has been very intelligently programmed though. There is a startup disk which contains your original cyborg and then one disk each for the other six competitors. This format remains the same for the non-AGA version too, though there are only 3 intro sequence disks and it takes up just 30Mb on a hard drive. Just 30Mb! (Agggh).

Where *Rise* comes in for most criticism is its gameplay: or lack of it. One problem is what I guess the Tories would call 'press cynicism' – oooh it looks good, but it can't be much cop. Playing it for the first time doesn't remove this doubt, it merely reinforces it. 'It's too easy'. 'There aren't enough moves'. 'Reaction is too slow – look I've pressed the fire button and nothing happens for ages'. Those are the sort of opinions that were readily bandied around the office. *Rise* is viewed as being the gaming equivalent of a bimbo – all looks and no personality.

And that's probably the main problem – it really has no personality. Human or humanoid game characters from *Streetfighter II* or *Mortal Kombat I/II* have got personal traits, good and bad, that we can relate to. They shout curious phrases, make a fuss of their special moves, they visibly recoil from pain and blood is liberally splattered in a mum-worrying fashion. Robots have none of these characteristics. They don't shout, they don't adopt stupid postures when they defeat their opponent and they don't bleed. They just lose nuts and bits.

In terms of moves and playability, if you go for a high score and if you play at the most difficult setting then you will find *Rise Of The Robots* challenging and quite difficult. At this level opponents do not succumb to constant battering with the same old move – they will fight with different combinations and readily take power points off you. The only chance you have of winning is to use special moves and hit them with full power in their vulnerable parts. But experienced players will still sort it pretty quickly.

After a couple of two player bouts with reluctant opposition, I had to go it alone. I was determined to give *Rise Of The Robots* a chance. And you know, I began to like it. The challenge outlined above was enough to keep me playing for quite a while. It's too easy to dismiss this game because your attitude to playing is what makes the game enjoyable. But this is a bad thing – you shouldn't have to really try to like a game to get something out of it. What makes it worth buying should be immediately apparent and in this case, graphics aside, it isn't.

The non-AGA version must be praised for the skill with which it has been converted. All the moves are there and it still looks good, but not great. It's also rather jerky so it's a good idea to enter the options menu and switch off shadows and screen shake to speed things up. Incidentally, this is also possible on the AGA version and speeds it up too.

Science fiction writers have made a big thing about how controlled and sterile things would become if machines took over the world and *Rise Of The Robots* almost proves this. Yes it's better than the average beat 'em up title but just doesn't match the best. ■



▲ The Military Robot knocks a few chunks out of my Cyborg. The A600 graphics are actually very good.



▲ One of the special moves. The Cyborg can do a shoulder barge and a head butt.



▲ And Cyborg headbutts builder. The builder is slow and not very intelligent, but strong and tough.

RISE OF THE ROBOTS

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

- workbench version 3.0 or better
- number of disks..............13
- RAM..............2Mb
- hard disk installable ......yes 40 mb

graphics	92%
sound	80%
lastability	82%
playability	80%

OVERALL
Gorgeous but a bit dull. **81%**

RISE OF THE ROBOTS

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

- workbench version 2.0 or better
- number of disks..............10
- RAM..............1Mb Chip
- hard disk installable ......yes 30Mb

graphics	89%
sound	80%
lastability	82%
playability	79%

OVERALL
Less flashy graphics, but similar gameplay. **80%**

RISE OF THE ROBOTS

100%



0%

A: nothing	E: nul points
B: zilch	F: boo!
C: nowt	G: direction
D: fire	H: pause

graphics	91%
sound	80%
lastability	82%
playability	81%

OVERALL
Looks great, loads fast, but no awards today. **81%**

Premier Manager 3

■ Price: £25.99 ■ Publisher: Gremlin Interactive ✆ 07420 753423

Matt Broughton wonders how many more of the Premier Manger family will be coming round for tea, as he opens the front door to the grandad of all footy management sims.

Along with the *Ishar* adventure games and a certain fish called *James Pond*, *Premier Manager* is one of the few games to make it to a third outing. If you're wonder whether a football management simulation is really worth giving a trilogy to, just ask the publishers exactly how many copies of both *PM1* and *PM2* they've sold over the years, and as Mr Gremlin pats his fat wallet, wonder no more.

The *Premier Manager* games have always been (to grossly understate) extremely successful, and though *PM2* has been selling enough units to keep it in the charts up until very recently, number three has arrived, offering the loyal fans more of the same. Only with extra bits.

PM's success is generally put down to not only a good mixture of strategy and play, but to the overall user-friendliness of the product. By making use of a striking icon system, *PM* managed to bring the genre of football management games from traditionally text based affairs, to more attractive packages.



▲ GOOOOOAAAAAALLLLLL!



▲ Now where shall I put my ice cream van?

What's new?

So, what is there to add to the already impressive *PM2*? Well, not a hell of a lot really. Peel away the 'vaguely familiar' presentation screens, and you've got the best part of *PM2* with the odd new feature in there. As with many sequels, this is really just a re-release, but with a load more options and a few different sequences to watch.

The two major improvements within *PM3* are the tactics, and the way in which the matches themselves are displayed. Owners of the original games will be familiar with the rather unsatisfying match graphics that were used previously, with a ball moving left and right across a bar representing the pitch. Though it was fairly innovative, it didn't exactly get the pulse racing, and has thankfully been brushed aside to make way for more pleasing graphics this time round.

Though essentially providing the same information as the original games did, the matches are now shown in glorious 'Isometric Wooden Player-O-Vision'. Again, as before, you can alter the speed of the match, choosing to either sit back and make a detailed



study of individual players, or just bung it up to Warp factor six and wait for the result. During the match you can chose to view both the players and the ball, just the ball's position, the player numbers, or a combination of these representations. Any moments of excitement, such as near misses or bookings, are accompanied by graphical spot effects and some really excellent sampled commentator cries. You can interrupt the game at any time should you wish to change tactics.I've already mentioned that the tactics department has had a major refurbishment, and I wasn't just referring to the wallpaper. You can now not only select formations and set parameters around how individual aspects of play are handled (e.g. Low Passing, Hard Tackling, Long Shots etc.) but can also place individual players in very specific positions depending upon where the ball happens to be.



Get a stand in

Away from the matches themselves, most of the menus and options have remained much as before. The transfer system, the finances, the bill board advertising, the phone, they're all there, albeit with some improved graphical representations, as are the ground improvements and fax utilities. One nice feature is an assistant manager who can be hired to look after all of your training schedules and tedious day to day obligations, although you can still step in at any time and change his recommendations.

Although based upon the tried a tested methods employed in the previous two *PM*s, with the likes of Daze Marketing's *On The Ball* pushing footy sims into new areas of graphical excellence, some of the match representations look dated. As a first football management game, *PM3* is still the more user-friendly of the two (compared with *On The Ball*) but perhaps that's because it's quite easy to get through without getting too bogged down. My only real criticism of *PM3* (apart from the graphical match niggle) is that I find it a bit too similar to *PM2*, and unless you were a fanatical *PM2* player, I fear you might be paying for just more of the same. Or perhaps that's the idea. ■



▲ Nothing unusual down at the Main Screen area then, eh PM2 fans?



You want text statistics man? I got LOADS of text statistics. Something for the weekend perhaps...

PREMIER MANAGER 3 £25.99

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

- workbench version.........out now
- number of disks..............3
- RAM..............................1Mb
- hard disk installable ......yes

graphics	82%
sound	83%
lastability	80%
playability	86%

OVERALL
The most user friendly footie manager game. **85%**

Manager of the Month Competition

You could win £100, (we don't scrimp around here) and a fabulous trophy if you make it to the top of our manager's league table.



YOU COULD WIN THIS SUPERB TROPHY (or something similar). Stick it on the mantlepiece and impress your friends and relatives! Your life will never be the same again.

Gremlin Interactive have decided to pay you back for buying Premier Manager 3, if you're any good at playing it that is. All you have to do is get in a giant sized packet of crisps, invite a few friends round and play PM3 until your fingers drop off, or until you make it to the top, of course. When you do, fill out the coupon below and rush it straight to THE ONE AND ONLY CU AMIGA MAGAZINE PM3 COMPETITION, Gremlin Interactive,Carver House, 2-4 Carver Street, Sheffield B1 4FS. Of course, proof of your success will be required if you qualify for manager of the month, so keep your Premier Manager 3 disk safe! Good luck.

THE CU AMIGA MAGAZINE PREMIER MANAGER OF THE MONTH COMPETITION

Name ....
Address ....
....
....
Team Managed ....
Division ....
Complete list of honours ....
Number of seasons played ....
Total amount of cash ....
Team rating ....
Goalkeeper rating ....
Defence ....
Midfield ....
Attack rating ....

AKIRA AKIRA AKIRA AKIRA



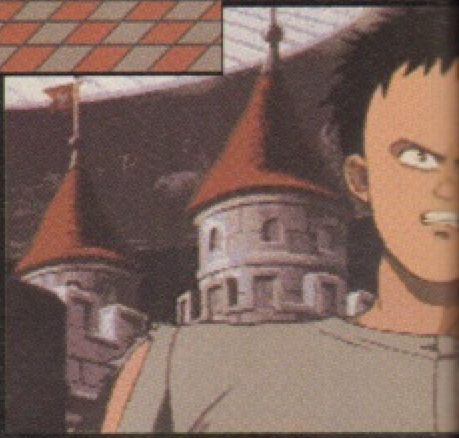
2019 NEO-TOKYO IS ABOUT TO E.X.P.L.O.D.E.

30 YEARS AFTER WORLD WAR 3, KYOKO A MUTANT CHILD TELLS OF THE APPROACHING CATACLYSM.

THE COLONEL STORED CAPSULE 7 WHICH CONTAINS MUTATION 28, BETTE KNOWN AS AKIRA, DEEP BELOW THE OLYMPIC STADIUM AT A TEMPERATURE CLOSE TO ABLOLUTE ZERO.



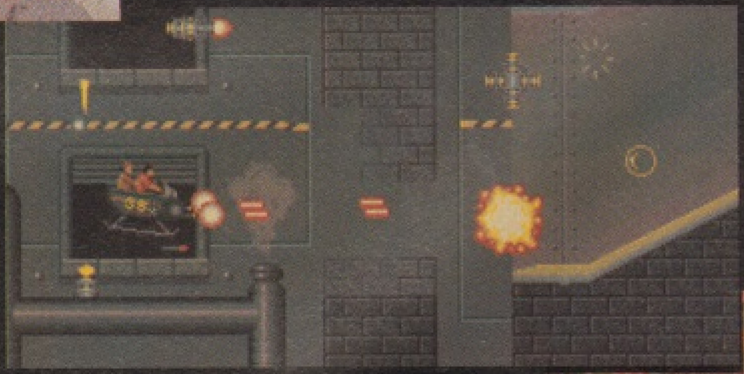
KENEDA IS THE LEADER OF THE CAPSULES. HIS BIKE IS THE ENVY OF ALL . KENEDA LEADS THE GANG AGAINST THEIR RIVALS THE CLOWNS.





DURING A BATTLE BETWEEN THE GANGS TETSUO, KENEDAS CHILDHOOD FRIEND, LOSES CONTROL OF HIS BIKE AND JUST MISSES HITTING ONE OF THE ESCAPING MUTANT CHILDREN.

TETSUO IS TAKE AUTHORITIES EXPERIMENTED UP TEAM THAT LED T PROJECT. A MATCH IS FOUND BETWE AND AKIRA AND EXPERIMENT CO TETSUO MUTATE NOW OUT OF A CONTRO



KENEDA AND RESISTANCE MEMBER KEI, MAKE THEIR WAY THROUGH THE SEWERS WHEN THEY ARE ATTACKED BY THE MILITARY AND FLYING BIKES.





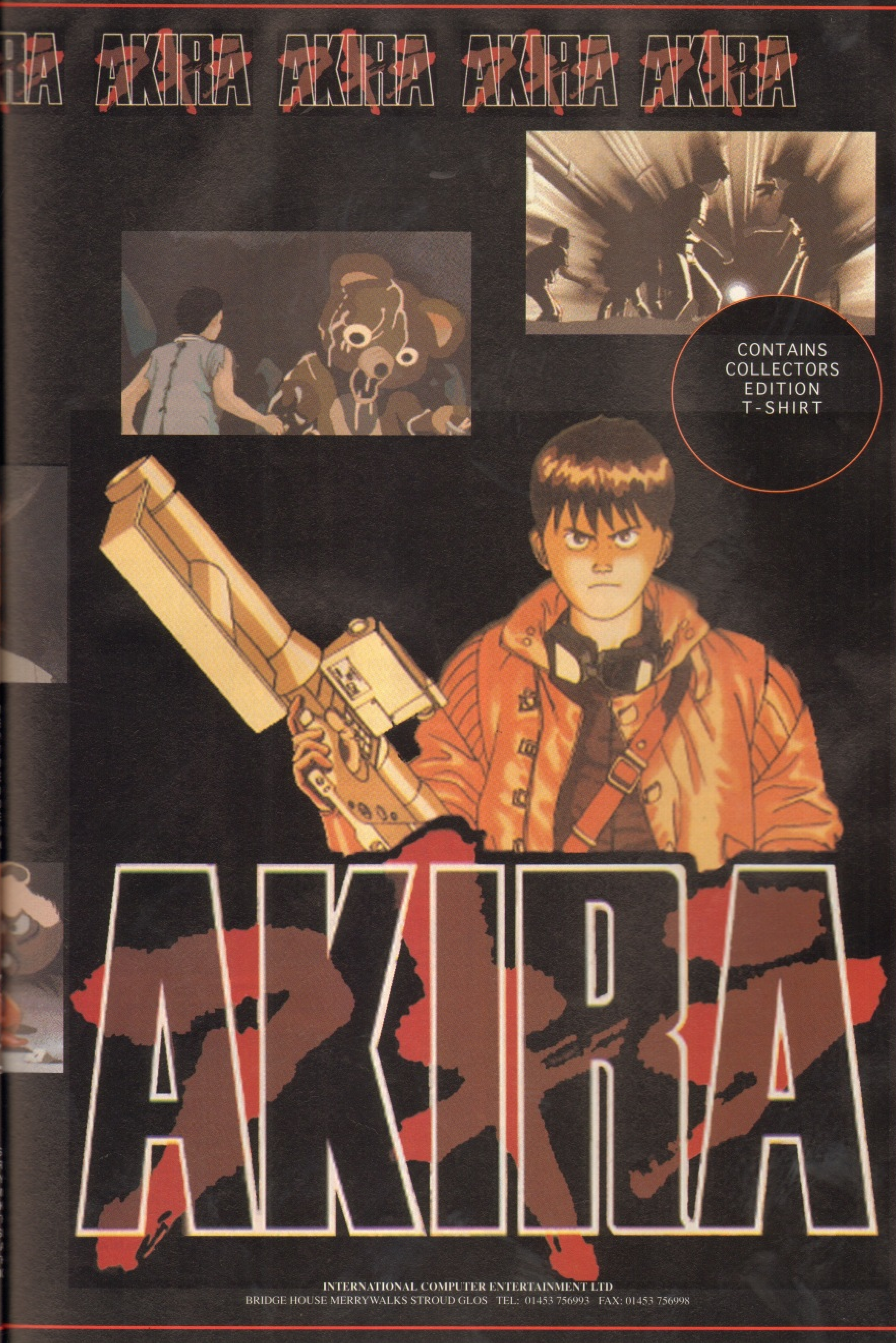
TETSUO ESCAPES FROM THE HOSPITALBLASTING EVERYTHING IN HIS PATH WITH PSIONIC ENERGY.

TETSUO THINKS HE CAN CONTROL HIS NEW POWERS BUT HE IS WRONG.



KENEDA MANAGES TO GRAB A BIKE AND FLIES AWAY TAKING KEI ON THE BACK. THEY MAKE THEIR WAY THROUGH THE TUNNELS GUIDED BY KYOKO, WHO HAS POSSESED KEI, IN ORDER TO USE HER TO FIGHT AGAINST TETSUO.

TETSUO MUTATES HIDEOUS BLUBBER TETSUO IS TOTALL CONTROL. THE M CHILDREN BEG A RETURN AND SAVE T FROM WHAT TETS BECOME .KENED BATTLE TETSUO IN T CONFRONTA


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Aladdin

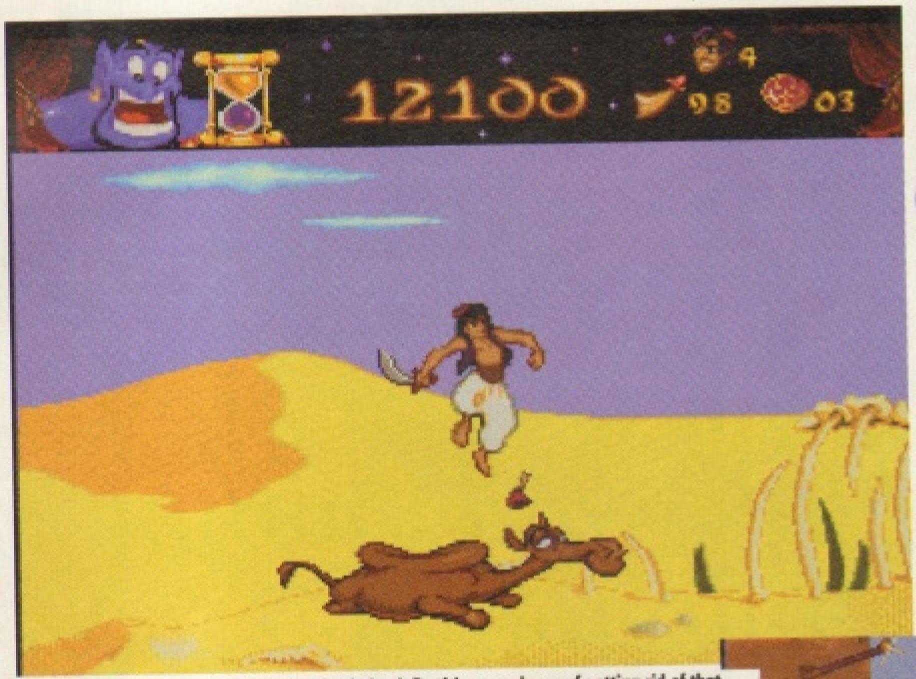
■ Price: £29.99 ■ Publisher: Virgin ✆ 0181 960 2255

AMIGA SUPERSTAR

Lisa is our little princess in CU AMIGA towers so who better to review Virgin's mystical, magical game Aladdin.



▲ Look behind you, Aladdin, look behind you. There's a gem, health booster and an extra life.



▲ This camel is so rude. Belching apples indeed. But it's a good way of getting rid of that louse with the rather big sword.

Do you remember the Disney film *Aladdin*? All those rich plush golden and purple colours, and a storyline that had you leaving the cinema with a warm glowing, tingling feeling all over. Well, it had me tingling all over, or maybe that was the popcorn? Anyway, imagine a nice warm glow and multiple it by a hundred and that is what you get when you play *Aladdin* – Virgin's latest platformer.

Why am I talking in colours? Well, the graphics in Aladdin are totally fantastic and mirror the film in nearly every area. Each level of the game is beautifully detailed, and even Aladdin himself cuts a dashing figure in his billowy pantaloons which spread out as he gracefully leaps from platform to platform. And just to make the experience totally cinematic 'A whole new world' plays softly in the background as the game begins. Aaaah.

Jumping has bean

The storyline tries to stick to the film plot as much as possible, within the restraints of a 13-level platform game, taking you through various locations such as the market place, the desert, the dungeon and the famous cave. Each location comes with its own unique perils. In the market place you spend your time leaping over hot coals, and trying to dodge large earthenware pots that are chucked out of windows at you. Throughout the levels there are some Arab types who either try to run you through with a sword or chuck knives at you.

These blokes are annoying, they're always there goading you on, shouting things like "come on!" every five minutes. However, lapsing into cliché mode for a moment, their bark is worse than their bite, so to speak . They can be quite easily nobbled with a quick swish of the sword or a hail of apples. Other slimeys to watch out for are strange men who loiter about inside laundry baskets.



◀ Ouch that looked painful. Watch out for disappearing stones in this level.

Onto the desert level and the burning coals are replaced by sharp pointy sticks which pop up unexpectedly out of the sand, sneaky snakes replace the stall women with a penchant for throwing kitchen utensils about and the sword maniacs are always there ready to spear you if the chance arises. But the real difficulty in *Aladdin* is not trying to get past the plethora of attacking characters, but trying to get from one section of the game to the other. This can be annoying. In the dungeon level, for example, the only way up is by carefully timing when to leap onto each stone in turn before they disappear. This can be tricky and irritating especially if you've just reached the top, only to fall right back to where you started from.

But don't worry, it's not all jumping about for little or no reward. There are lots of pickups that you can collect, to either boost up your health level, or get an extra life. And there are bonus games where you can earn extra points or collect some more of those valuable gems. Gems are very handy as you can use them to barter with the wish teller. These pickups are clearly marked out before you start the game so you know what to look for: an extra life (head icon), a health booster (heart icon) genie





▲ Another baddie in a turban. Only this time he wants to use you as target practice for his knife throwing act.



▲ Here's one of the blighters that keeps shouting 'come on' at you menacingly. Sick him Al.



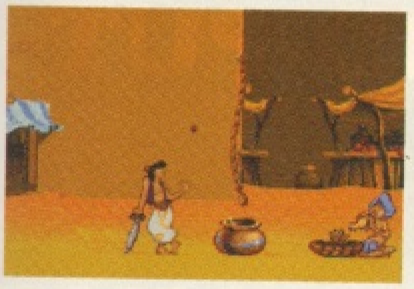
▲ Psst, do you wanna make a deal. 'No', no cries Aladdin, 'I never give in to sales pressure! Hmmm all right then, an extra life please.'

Transportation problems?

Being a platform game, *Aladdin* obviously involves leaping from one object to another, but there are loads of other ways to get around. Here are some examples.

The snake lift

In the market rooftops level, hang around long enough next to one of the snake charmer's pots and a slithery piece of ropes makes a good snake impression. Jump on it and you're up and away.





The palm tree shuffle

In the desert level you can throw away all your cotton buds. You can reach those far away places by leaping from one palm tree to the next. Be careful mind, those leaves are slippy, so you've got to be a bit of a twinkle toes to make it up to the ...





Did the earth move for you?



In *Aladdin* just like life nothing is ever certain, platforms crumble beneath your feet, stones start moving and chuck you off. However, sometimes you can use this to your advantage, as in the case of the moveable rock below you can quickly gloss over anything that might do you any damage.

Just hanging around



There are tons of lines that you can grab on to and slide along to reach anywhere. From clothes lines to stringy lines made out of vines (left). To get on board all you have to do is jump up and grab on. Wheeee, chocks away.



bonus (genie icon). You can collect these and many other pickups, such as apples, which you can use as a backup weapon.

Conclusion

In all, *Aladdin* is an excellent game. OK it may be a little on the easy side, but that doesn't deter from the playability. It's excellent conversion of the Mega Drive version, that's fast and fun. Some say that the scrolling is a little dodgy but I say to them – damn perfectionists. Nobody can say a bad about about the game to me: I love it and so will you. ■

ALADDIN

A500 · A500+ · A600 · **A1200** · A1500 · A2000 · A3000 · **A4000**

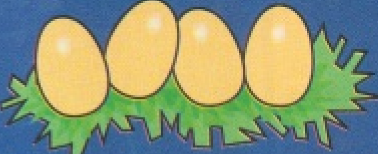
- workbench version.........AGA only
- number of disks 3
- RAM 2Mb
- hard disk installable ......yes

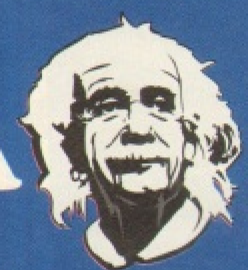
graphics	90%
sound	80%
lastability	80%
playability	85%

OVERALL An excellent platform game. **90%**

WANT A  4 YOUR *AMIGA*?

DON'T  A  AND PUT

ALL YOUR  IN 1 BORING

. THINK A  WITH OUR

NEW  Squirrel SCSI INTERFACE

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Soldiers have only been this small once before ... Cannon Fodder is back, imaginatively retitled Cannon Fodder 2. Alan Dykes has the grenades and the face paint ...

Cannon Fodder 2



▲ Go, on. Kill 'em Then blow up the castle. That ought to sort those knights out.

■ Price: £34.99 ■ Publisher: Virgin ✆ 081 960 2255



▲ How to get to those grenades without getting blown up. One of Life's sweet mysteries.

Completely original games are few and far between and Cannon Fodder qualified as such in 1993. It was a hit and deservedly so. It was also painfuly addictive; very difficult to put down once you started playing, no matter how frustrating it got. It was a tad repetitive though. The scenery didn't change much but the appearance of vehicles in later levels did make for some extra murderous hilarity.

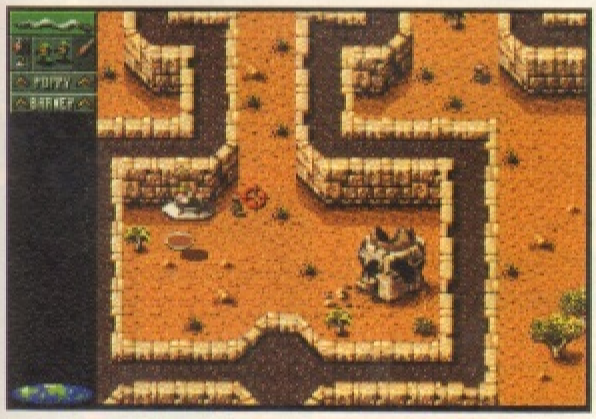
Cannon Fodder addicts have had to wait a year to get this fix, and I suppose the good news that it's more of the same. In many ways its just an extra 24 missions, but the variety has improved and in the process the game has been made more acceptable to war veterans who, along with certain sections of the press were a bit miffed at the poppies, British Legion references and some of the level names in the first one.

But Sensi have gone completely round the bend this time and the little yompers end up in Space, Mediaeval Englande and Al Capone's Chicago (though there are no fat, balding Robert DiNiro's in sight). In fact it's the alien presence that allows all of this to happen: Having 'taken out' the sour cream of middle east terrorist troops in the first couple of missions they are picked up by a spaceship which, after the best part of its interior has been destroyed, drops the lads off off in completely the wrong time zone.

Wizards

OK, I can readily accept that khaki soldiers with red scarves on their heads are likely to be equipped with machine guns and bazookas. Similarly Chicago gangsters are definitely going to be packing hot metal. Even aliens have the right to bear arms ... but mediaeval knights? One minute they're walking around with swords and shields, the next they're blasting away at you with what I'd swear were Uzis, except they're too small to positively identify. The saving grace here are the Wizards who replace bazookas with staffs of fire, no doubt based on the mad Scots sorcerer from Monty Python's holy grail. Ye holy hand grenade turns up quite often too.

All of this variety waters down the game in some ways and brightens it up in others. For me the original *Cannon Fodder* had just a tad more purpose to it. The relative lack of graphical variety was a blessing of sorts because it allowed you to progress, get to know what's happening and recognise your enemies. The tiny sprites were distinctive and fun and while this doesn't change in *Fodder 2*, the Sensi boys have had to be rather more clever devising different sprites for the various worlds, and in the process have made them no less cute but at times more difficult to recognise in time to avoid being shot or blown up.



▲ It's the famous spaceship. All you have to do, while walking in the desert with a gun, is stand on a red button and it will appear.



▲ Watch out for that Bazooka Noel! (What happened to the rest of the team I wonder?)

In real terms though the graphics are still tops for fun and originality. Sensi's work will probably be studied by twenty second century art students for managing to put personality into sprites smaller than a grain of rice. The levels themselves are well designed and each new time zone and mission brings new hazards like floor traps and exploding pigs. The bazooka wielders are still as destructive as ever and with a bit of cunning you can get them to destroy their own buildings for you.

Brew

Cannon Fodder 2 has no really new features. In fact, on the face of it, it's the same game tarted up with new graphics; an extra 24 missions for the faithful. In terms of playability it tends to put you in at the deep end right from the beginning. The original had a gradual build up of awkwardness and dificulty which means that newcomers could quickly get used to it. This one gets tricky very quickly with the arrival of 'friendly fire' and vehicles, and it really can get frustrating trying to figure out the least punishing route through the fields of fire. Also, grenades and bazooka rockets seem to be in much shorter supply and easier to destroy too soon.

When you think of it though, what else could Sensible Software have done? To try to introduce too many new features would probably have ruined the essential simplicity and ultra playability of the game idea. Yes this is really an update with more variety. Yes it is more difficult than the first. Yes the idea of time travel in a spaceship detracts a little from the original military mayhem theme, but is it still worth buying? In short, yes again. *Cannon Fodder* 2 is a well crafted fun piece of software that'll have you tearing out hair in chunks when all goes wrong and whooping for joy when it goes right. ■

CANNON FODDER

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

■ workbench version1.3 & above
■ number of disks..............3
■ RAM..............................1Mb
■ hard disk installable ......no

graphics	89%
sound	85%
lastability	92%
playability	89%

OVERALL
Big fun in small bite-sized pieces. **88%**

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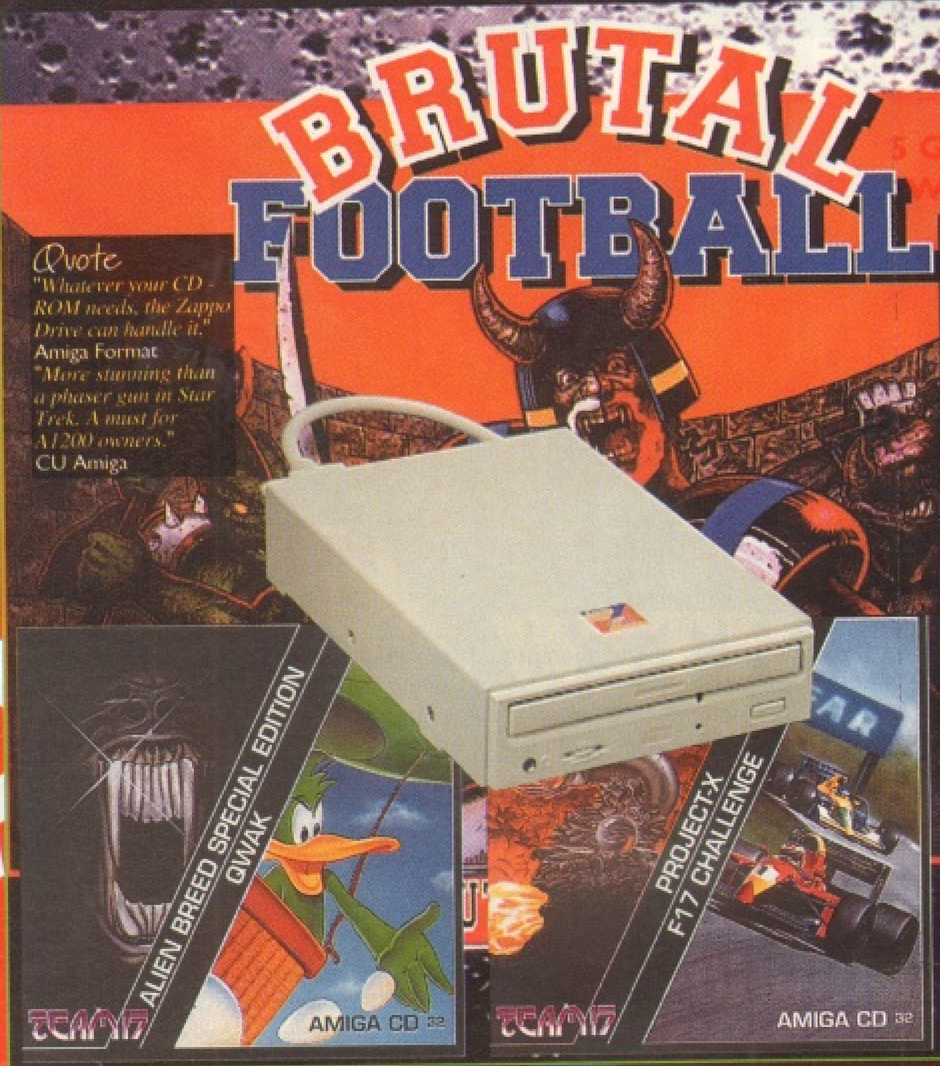
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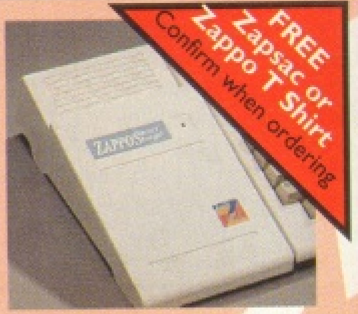


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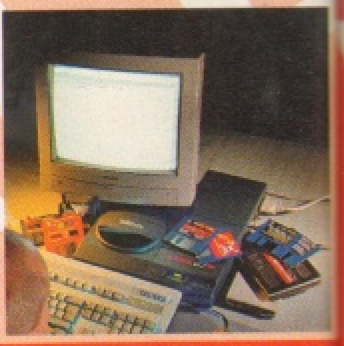
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Bubble and Squeak

■ **Price: £25.99** ■ **Publisher: Audiogenic © 081 424 2244**

We covermounted and reviewed the A1200 version of *Bubble* last May and received the CD32 version last month. There was no major difference between these two but because of the superbly colourful AGA graphics there must be a huge quality gap between them and the non AGA version, right?

Wrong! The graphics may be less detailed and colourful but the quality of the sprites and gameplay hasn't been effected at all. In fact, not having played the AGA version for some time now I was hard pushed to remember what was different. Glancing at the CD32 version it became apparent – the parallax scrolling has gone. In its place is a plain black or blue background. The AGA version was like a fairground attraction, all lit up and loony, while this one is rather plain.

Bubble stood out mainly because of the standard of its platform action combined with fun arcade bonus levels and puzzles galore. Audiogenic has kept this aspect of the game completely. The interaction between the two main characters of the title is still as cute as ever and their sprites, like those of the enemy flora and fauna, haven't changed one bit. You can still kick Bubble with hilarious results, ride on top of him, use him as a stepping stone or springboard and, of course, shake hands with him at the end of every level. Still a top platformer, then.

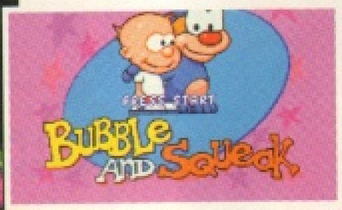
However the AGA version was one of the best platformers ever because of all of the above reasons and the extra graphics were part of this analysis. As a replacement this is nearly as much fun – just not as beautiful. Anyone who wants a nice combination of platform and puzzle need look no further.
Ernest Lee



CD32 A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

91 %







Marvin's Marvellous Adventure

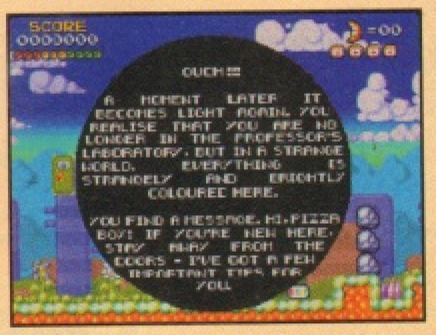
■ **Price: £29.99** ■ **Publisher: 21st Century © 0235 851852**

Poor old Marvin. One day he's a happy pizza delivery boy trying to earn a few extra bob for his student grant, and the next he walks in on a row between a nice friendly professor inventor type and an evil shyster. Before you can say 'heavy on the cheese, hold the olives' he's been zapped into another world full of dangerous bees, nasty kangaroos, and treacherous blocks to name but a few of the evil one's henchmen ... er objects who are trying to stop Marvin helping the professor. This quest takes Marvin leaping from platform to platform over 60 cutesy colourful levels in six cutesy and colourful worlds. And there are plenty of sub games thrown in as well. Drop down some of the wells, for example, and you're into a sub level where you can pick up some extra points in the shape of stars and some of those handy moons for firing at anything that gets in your way – those annoying clowns that rocket towards would be a good place to start.

Just in case things get too tough, there are little help icons dotted around the game which dole out handy hints, on how to get up to those really high platforms ie jump twice really quickly.

Totally cute and totally playable is the best way to describe *Marvin's Marvellous Adventures.* Everything in the game is just so sweet. All things sugar and spice are in this game from the primary coloured backgrounds to the little moons with wings who become your friend. Even your enemies look too nice to do any damage. I mean, could you really believe that tomatoes with little legs, and furry kangeroos could do you any real harm. No, I thought not.

So, If you like blood, guts and gore keep away, if cutesy playable platform games are you than you can't go far wrong with *Marvin*. The sprites may be on the small side and the game become repetitive at times but that doesn't detract from the fact that it's one good platformer.
Lisa Collins





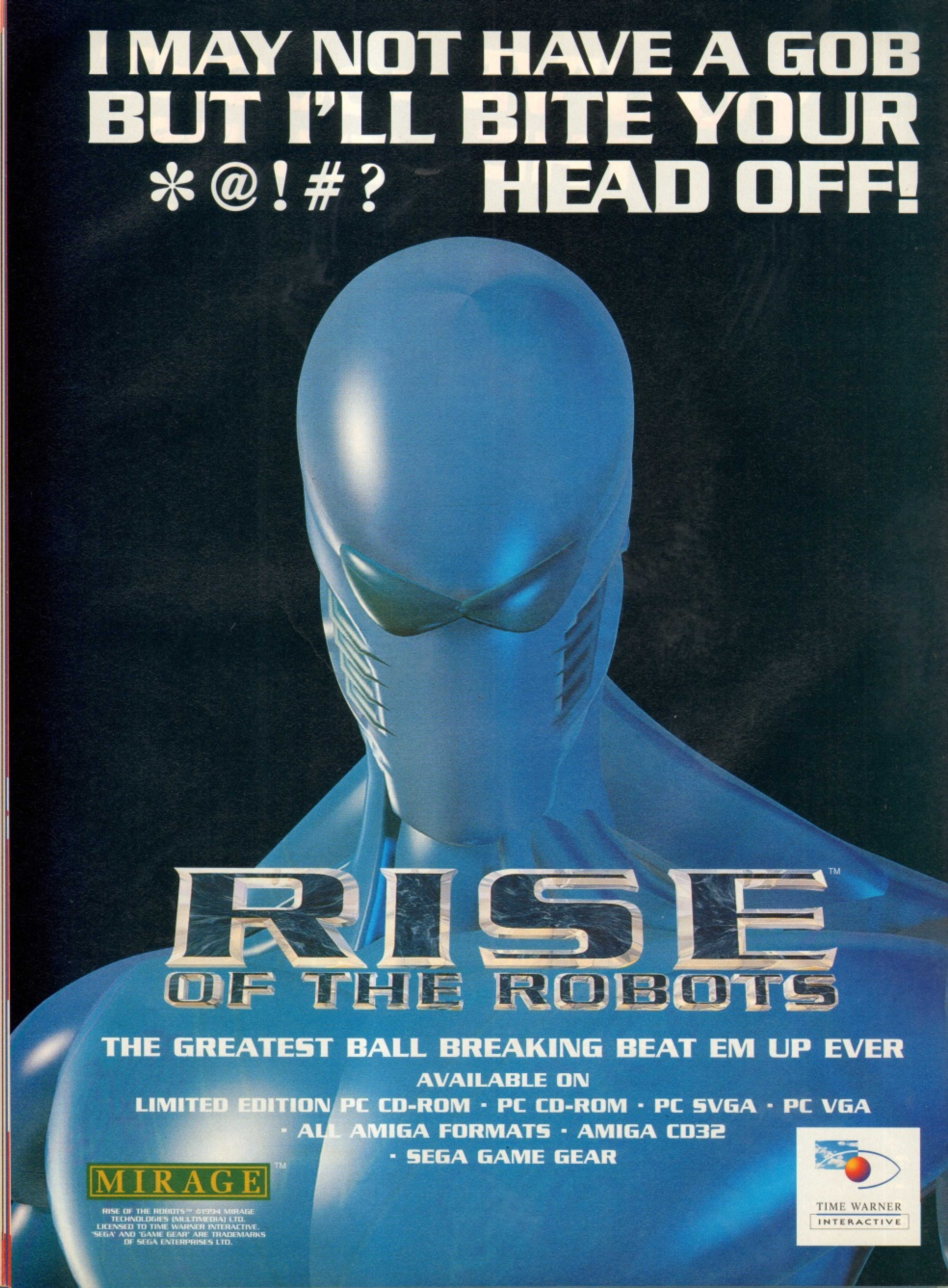


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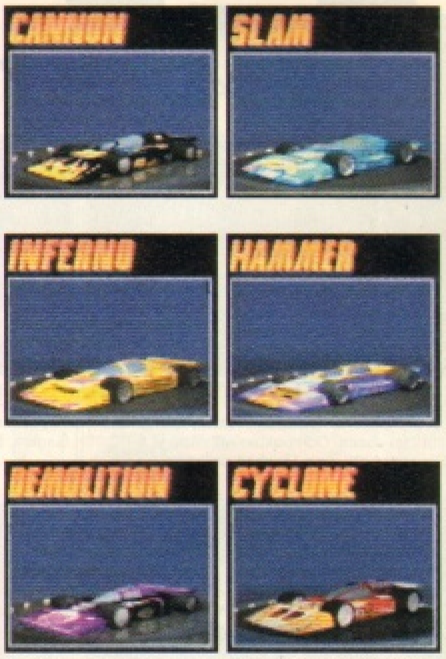
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It's just another day in the office. Nothing new, nothing special ... but wait! What's that game Ernest Lee's got in his hands?



Roadkill

■ **Price: £29.99** ■ **Publisher: Acid Software© 0302 890000**



One dreary winter day I opened a padded envelope and out dropped a CD box. It hit the floor, cracked and the disk fell out along with the sleeve. Picking it up and putting it back together I saw that it was apparently by Vision software (who?) and published by Acid – those loony New Zealand creators of *Blitz Basic*, *Skidmarks* and *Guardian*. But only published by Acid – not programmed by them. The CD cover didn't look up to much with a couple of fresh cracks in the casing and the sleeve didn't really tell me much about the game so I forgot about it.

Two days later I found it again, under a pile of empty crisp bags and coffee stained press releases, and, sensing a chance to get out of tidying up my desk again, I told Alan that I: "just wanted to have a look at this new game, you'd never know it might be good". And it was. *Roadkill* may sound rather sadistic, bringing to mind images of country A roads littered with barely recognisable squashed animals and blood stained white lines, but it's got nothing to do with murdered furry things. It's got a lot to do with murdering your fellow human beings; more like Mad Max on a race track than Mr. Bean in his Mini, a strange mix of Micro Machines with rockets, machine guns and pinball.



▲ No mistaking what that on-track message signifies ... it's missile time! Both homing and non-homing missiles are available.

Not Skidmarks

Those who notice the Acid badge will automatically think of *Skidmarks*, but this is nothing remotely like it. The cars and tracks are viewed from a top-down perspective and are quite large in scale. There is a choice of six cars and drivers, though it's not immediately obvious what the difference between them is, apart from vehicle colour and the degree of ugliness of the driver. Presentation is very simple but effective – this game lacks the frills and gilded logos of product from larger software houses, but doesn't suffer much because of it.

There are four races to participate in: Turbo Death Challenge, Maximum Overkill Grand Prix, Badlands Mega Smash and Roadkill Eliminator. Each of these has four tracks and there are four difficulty levels. As the name of the game might indicate it's not all about about track skill though, it's also about how accurate you are with a rocket launcher. You can become No.1 by screeching to the front or by shooting your way there.

Cannon and ball

Beginning on easy level the competition is a bit slack; they'll knock you off the road but won't shoot at you. The only things you need to watch out for are indiscriminate roadside cannons and mines, and, of course, treacherous corners. On later levels and increased difficulty the opposing drivers won't give shooting you a second thought so you've got to get them first. According to the manual 'It's not the money but the adrenaline of murdering your opponents in cold blood that will see you through to become *Roadkill* champion'. Er, quite.

You begin with a certain armour level and can repair or increase this by picking up armour icons on the track. You can also pick up homing and non-homing missile icons, first aid, traction icons, missile deflection and bonus icons situated on ramps. The tracks get progressively more difficult with tight bends and sections which cross other parts of the track, resulting in multiple crash mayhem. You can go around the track the wrong way, but take your finger off the accelerator button the car will default to the right direction.

The tracks don't look as exciting as they might be, but the scrolling is ultra smooth and the cars' tyres look as though they're really in motion. The most lively bit is the sound which is very pinballish with daunting antipodean voices shouting out 'Roadkill' whenever you murder a competitor and other similarly cold touches. On the surface it would seem that Commodore have brainwashed the entire programming population of New Zealand into publishing all of their new games on CD32 so, like *Guardian*, I really hope that *Roadkill* becomes available for all Amigas.

I'm sorry to roll out that knobbly old saying "you can't judge a book by its cover" yet again – but it fits *Roadkill* like a driving glove. Don't be put off by the lack of a flashy cover or by the simple presentation, this is a top original game for the CD32. ■



▲ Well that's not very good is it? Eighth position and still trying to ram someone off the road. Use a some missiles for God's sake.



ROADKILL CD32

100%



A:	E: gear change
B:	F: gear change
C: weapons	G: direction
D: accelerate	H: pause

graphics	84%
sound	86%
lastability	85%
playability	83%

0%

OVERALL
Great original race/shoot 'em up for CD32.
85%

EPIC

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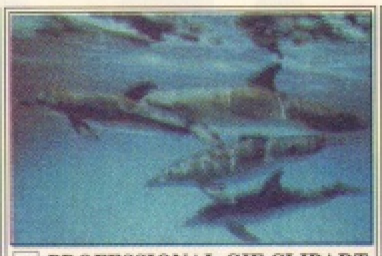
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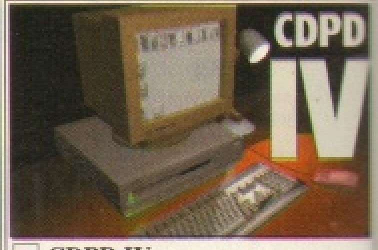
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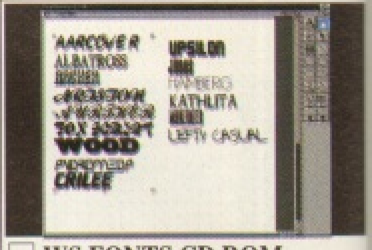
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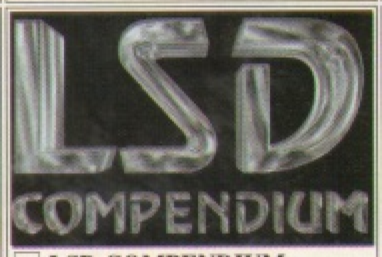
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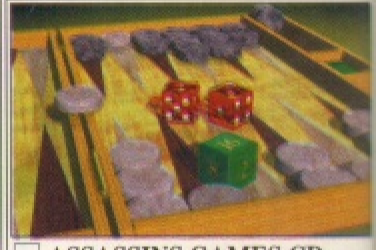
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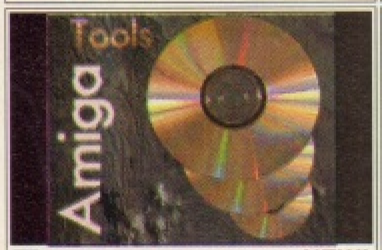
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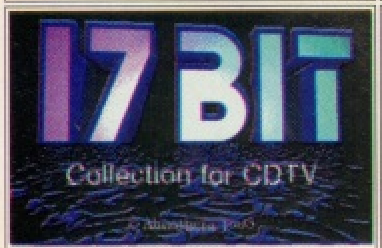
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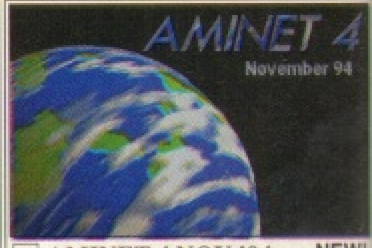
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The latest talking adventure to hit the CD32 gets the point and click treatment from Lisa Collins.

Beneath a Steel Sky

■ Price: £29.99 ■ Publisher: Virgin ✆ 081 960 2255



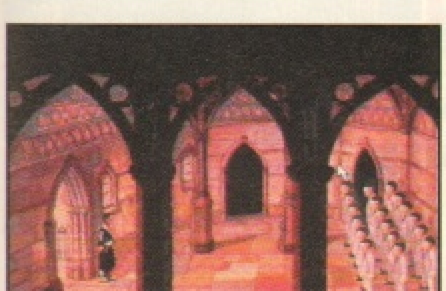
If ever there was a game that could reach out, grab you and pull you into the screen then it would have to be *Beneath A Steel Sky*. A mega hit on the Amiga, it's certain to be just as big a hit on CD32.

For those of you who might not have seen *BASK* on the Amiga, here's a brief guide to the story behind the game. You are Foster, an orphaned outcast from the GAP – a sort of urban jungle outside the omnipotent megatropolis. The Powers That Be want you back in the centre, so they kidnap you.

The helicopter they were carrying you in crashes and you escape somewhere inside the city. From here you've got to work your way out of this huge labyrinth of a city, piecing together bits of information about where you are, who you really are and how you can get out.

It's rude to point

Played at its simplest level, the gameplay behind *BASK* is a matter of logically working your way through the all the locations and characters (steam room, the factory, travel agents, Reich's flat, Lamb's flat, security station, club, Mrs Piermont's flat - the list is endless) picking up objects and talking to as many people as possible to find out as much as you can in order to get through the game.



It may sound straightforward but it's not. *BASK* is not a linear game – you'll find yourself visiting all the various locations again and again to find out more information about what you should do next next.

Picking up items is a simple point and click affair with your inventory at the top if the screen. Click on the item you want to use, then click on the object you want to use it with. For example, to get out of the first screen, use the iron bar on the door to lever it open, or you can use two items together (hint: to get to the security centre you'll have to use some rope and an anchor to make a swing to get yourself across). But before you can work this out you'll have to go back and find some rope and an anchor. And that is the tricky bit.

Have a natter

The key to *BASK* is conversation. All of the characters have their own voices, so instead of having to read speech bubbles, you get to hear them all talking in various accents, which enhances the realism. Talk to everyone that you can to find out all the information that you need. If you want to talk to somebody, click on talk then a number of suggestions will pop up for you to ask. If you click on talk and nothing comes up, then it normally means that at that point you will not be able to glean any information that that would be any use to you.

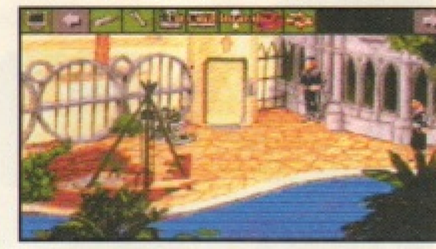
Although conversation is one of the key elements to the game, these chats can be quite entertaining too. From the Essex-style over officious doctor's receptionist to the northern drone of jobsworth Hobbins there is a wealth of characters to engage in conversation with. Some of what they say is useful, but most of the time it's just plain funny to listen to what they say and the accents are brilliant.

Joey your sidekick robot, who provides you with a mine of information is also a bit of a comedian as well. Some of his humour can cut a bit to the bone occasionally. For example there is one scene where Joey kick-starts a transporter robot using an electrical probe extending from his shell, in a rather overtly sexual manner – the dialogue which then ensues between him and Foster is highly amusing.

However, behind all this lighthearted banter a sinister plot lurks as you discover that a huge computer network, Linc, is behind all of the shenanigans. Getting into Linc throws you into a surreal *Lawnmower Man* type world where you must solve various puzzles in order to find out more about what you should do.

Conclusion

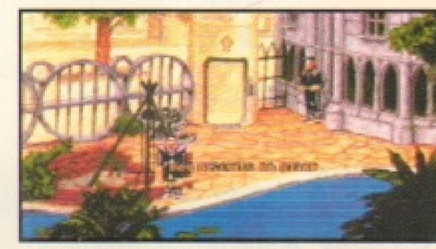
BASK is a beautifully crafted vocal and animated adventure. The graphics are totally superb. The minor niggle I had with the game was that there was a slight delay in loading between each location and the music occasionally tends to be a bit boppy – perhaps some moody atmospheric stuff might have been better. However, couple the superb scenery with an involving gameplay and add a rather large helping of humour in the shape of some excellent characters, and you've got a superb game. ■



▲ Problem: Ho w to get past the guard. Now, let's see what I have in my inventory.



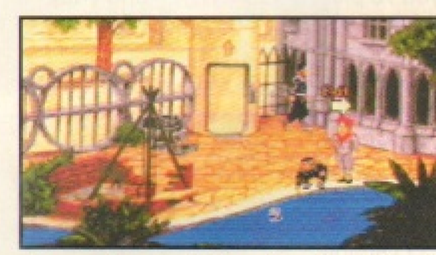
▲ Hmm ... that looks interesting a plank of wood with some bricks on one end. I wonder ...



▲ ... my plan goes into action. Let's put the dog biscuits on the plank and see if the pooch goes for it.



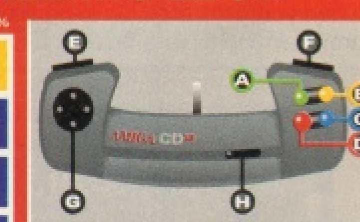
▲ Aha here he is, stepping right onto the plank and straight into the trap. Grab that pulley and ...



▲ ... one dog catapulted into the pool, so the guard has to help him and I can nip into this cathedral now.

BENEATH A STEEL SKY

100%



A: highlight object	E:
B: highlight object	F:
C: use an object	G: direction
D: walk/describe	H: pause

graphics	93%
sound	90%
lastability	85%
playability	93%

0%

OVERALL

The best graphic adventure to appear in ages

95%

Bump 'n' Burn

■ Price: £29.99 ■ Publisher: Grandslam ✆ 081 680 7044

Vroom! Was that Penelope Pitstop shooting past? No, it was Lisa Collins testing out the CD conversion of this racing classic.



▲ Just some of the characters you can choose from – the choice is endless.



▲ Hmm ... which world should I go to next? That candy stick looks inviting.

Wacky Races meets *Mariocart* in Grandslam's CD32 conversion of *Bump N Burn*. The boys and girls from the land of Toonia are back, ready to pit their racing skills against the evil Count Chaos in a bid for the cup, and the chance to dethrone the Count from his reign of terror on the tracks.

The format of the CD version is much the same as it was on the Amiga. The characters are the same and you can pick from a whole host of them such as Mr Fabulous, Dodgy Dinos, Eskimos, and the like. Once you've picked your wagon and your drivers, you're off on a gruelling racing epic across a plethora of tracks in a variety of different worlds. The choice of worlds is also similar to the Amiga version. The haunted world, ice world, a prehistoric world, to name a few are still there, with the addition of a dream world and a new space level on the CD version.

Each world still has its own unique scenery and obstacles to watch out for. This makes the game more interesting than just endlessly racing around the same track. For example, when you get bored avoiding the overgrown magpies (pre-historic birds) who keep trying to swoop down and whisk you away, you can switch to the haunted world and spend your time trying to avoid scary ghostly figures who leap out and scream at you. When you're not spending your time trying to avoid the indigenous baddies of each level you can try to bump the other cars off the track, or get them with homing bones, smoke screens, drawing pins, oil slicks, boxing gloves and whatever else takes your fancy. Or invite a friend around spend your time in two-player split screen mode trying to bump them off the track. They won't thank you for it but what heck, it's a laugh init!



▲ To get out of this overgrown bird's claws wiggle with the buttons and the arrow keys until you're free or wait till he drops you.

But don't be fooled into thinking that *Bump N Burn* is just mindless racing around different tracks in different worlds. There is a trace of strategy involved if you want to last the course and win the championship.

It's best to start off on the easier worlds first (you'll soon gather which ones they are) so you can collect as many coins and stars as possible. Once you have enough dosh you can go into the shop and buy yourself some better tyres, a new engine, or booster and bumper power. The more points and money you collect the better the type of engine you can buy, or you can save it all up and splash out on some flashy Carlos Fandango tyres. It's up to you. Also, to get yourself some extra time, make sure you run over as many bunnies as possible – not very humane I know, but there's no place for wimps in this game.

Same but different

Yes, yes that's all very well but is there any difference between the Amiga version and the CD32 version? Happily, there is. Unlike a lot of other companies, Grandslam haven't just bunged an identical version of the game onto CD32 without using the extra power of CD. OK they may not have totally revamped the game, but they have improved on some minor parts. They've also gone to town in the soundtrack and music department. The bits that have been improved upon are mostly to help the player even more. For example, you can now quite easily see what position you're in by glancing at the figure (ie 1st, 2nd etc) in the box bottom left of the screen.

The mapping option is a welcome addition as you can now see exactly where the others are on the track. As well as these additions there are roughly ten new cheat modes on the CD32. Apparently, these can be found if player two holds down the top right control button while player one fiddles about with various combinations.

But where *BNB CD32* really comes into its own has to be in the sound department. The new Wacky Races style commentary before each race adds humour and personality to the game. The new soundtracks for each level also add bags of atmosphere to the overall playability. The tunes range from jazzy numbers for the snow world to the Munsters meet techno for the haunted world.

Fluffy dice

Bump N Burn was a good fun game on the Amiga and it's still a good fun game on the CD32. The graphics are good, the sound excellent, and the overall gameplay is fun. And if you make it to the end of the game a hidden twist unfolds. To find out what, play the game – I'm not telling. ■

SHOP TILL YOU DROP



BUMP 'N' BURN



A:	E:
B:	F:
C: fire weapon	G: direction
D: accelerate	H: pause

graphics	80%
sound	86%
lastability	84%
playability	90%

OVERALL

Good for quite a spins around the track! **85%**

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DAWN PATROL







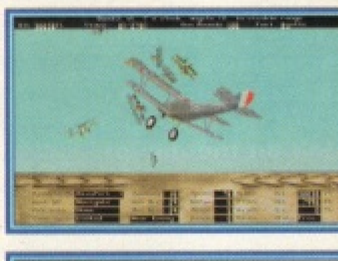


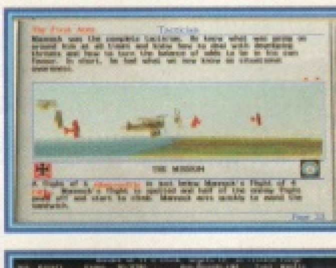
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Artwork by Frank Wooton.
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Get your go faster stripes ready
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(a) A racing game from Gremlin?
(b) Part two of a well known auto program on the Beeb, hosted by a tall curly haired man who gesticulates a lot, a bloke whose name sounds like a sewing kit and a second hand car expert?
(c) Cockney rhyming slang for Britain's best? Hint: "Cor blimey Guvnor, strike a light, stone the crows give us a pint of your best top gear while I rest me aching plates of meat."

2. Who is Britain's current top racing champion?

(a) Jimmy Hill
(b) Damon Hill
(c) Benny Hill

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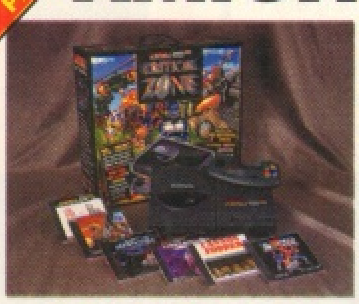
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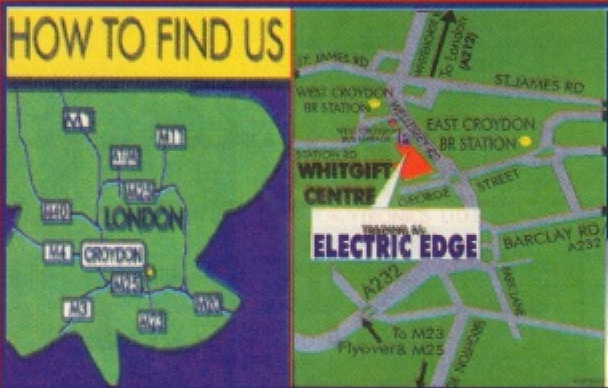
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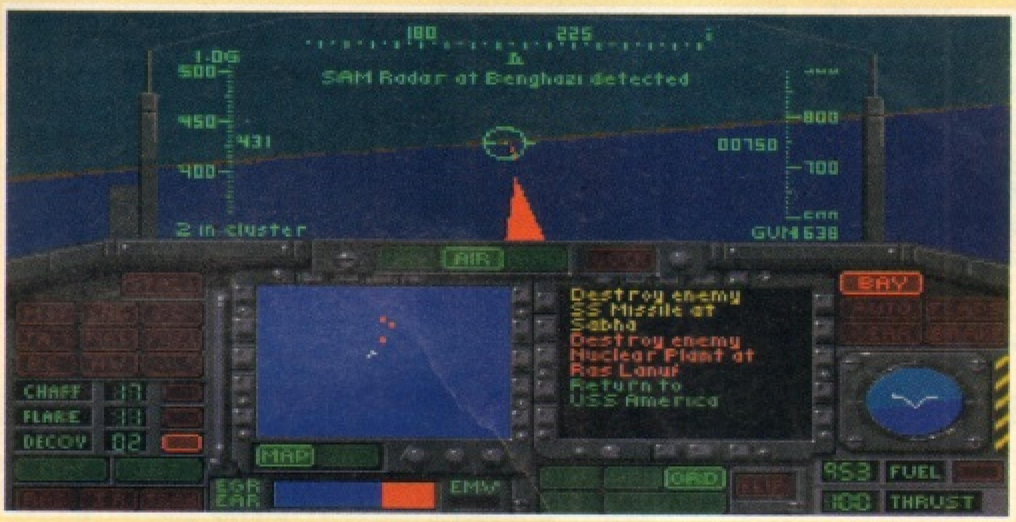


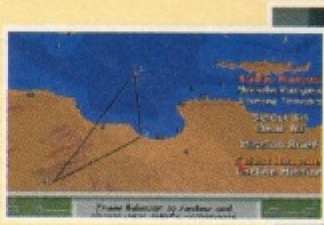
Cheapy days are here again! Ever cheerful but not too cheap Tony Dillon is here with this month's budget round up.

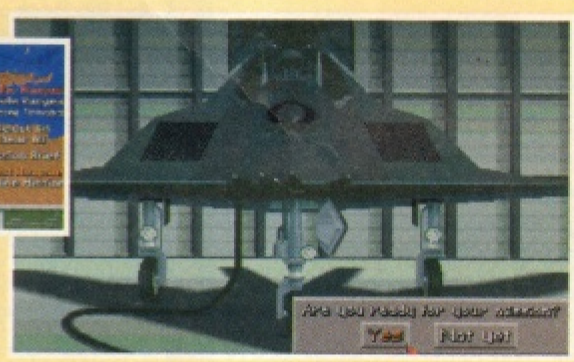
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MICROPROSE OUT NOW £14.99







As Microprose continue to unleash their back catalogue into the world at a budget price, this little gem of a combat simulation rears its head. A sort of sequel to *F19 Stealth Bomber*, this sim is based upon the infamous F117A Stealth Fighter – the big black triangle that the US Government managed to keep so secret for so long.

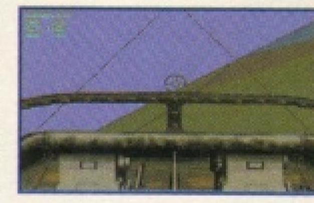
Following more or less the same pattern as most of Microprose's combat air simulations, this places you in one of five war zones around the globe, and then gives you an almost infinite series of missions to carry out, from simple recon missions to full attacks on enemy bases. The only link between each mission is the fact that that all have to be carrying out with as much stealth as possible, using the natural cloaking qualities of the craft to get you through.

Not the most sophisticated flight sim ever, but a hell of a lot of fun.

81%

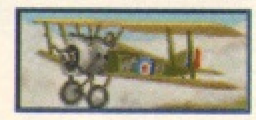
DOGFIGHT

MICROPROSE OUT NOW £14.99



This could have been such a great game. The premise is just so good it's hard to believe that the once king of flight simulators could have fumbled the ball so badly. The idea is to take 12 well-known fighting aircraft from all periods of air history, and allow you to take one against any other, seeing just how possible it is to pit your wit and intelligence against modern technology. If that isn't enough for you, there's also half a dozen historical scenarios to play out. What could be better for the flight sim buff?







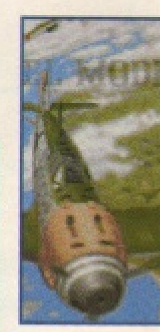








Well, quite a lot actually. For a start, none of the planes seem to handle all that differently. I know that flight dynamics must remain basically the same to keep the craft in the air, but if the only real difference between a Spitfire and a MiG is the fact that one can bank faster than the other, then we haven't come as far as I thought. The graphics are simple, yet staggeringly slow, and the action is tough and frustrating to the point of being completely unplayable. I can't recommend this at all, to be honest.





35%

SHUTTLE

HIT SQUAD OUT NOW £12.99



If an award was to be given for the most adventurous and incomprehensible simulation ever, Virgin's *Shuttle* would be in the running and an easy odds-on favourite. Only a select few will ever fly the *Shuttle*, which given the number of controls made available to the chosen hands, probably isn't a bad thing. I went into this review thinking it would be 'just another flight sim', and the A2 poster in the box outlining the cockpit instrumentation soon knocked me back a peg or two. This is one game that you'll need to sit down and study for a few days before you can even consider playing it, and you'll still need to have the manual by your side all the way through.



That said, this is a fantastic simulation. I can't vouch for the realism aspect, but it sure is challenging. It took me the best part of a morning just to get to a position where I could take off, but once reaching that point I got a rush of satisfaction that most simulations just don't give. If you've got a fast machine (A1200 or higher), and a bit of time to fill, then this could be just the thing you're looking for.

84%

PGA TOUR GOLF PLUS

HIT SQUAD OUT NOW £14.99



Sports simulations never seem to lose their popularity, and after soccer titles can there be any sport as well received on computer as Golf. From the early days of *Leaderboard*, this game has popped up in many guises on our machines, but no game has ever caused such a stir as *PGA Tour Golf*. Released on just about every format you care to name, this game has revolutionised computer golf in its time, and while many of its contemporaries are far more sophisticated and even more playable, none have ever been as original.

This new plus pack features the original game, along with three new courses and three new tournaments. I have to say after playing the game for just a couple of hours, it really hasn't aged well. The course, PC EGA graphics leave a lot to be desired, particularly when laid alongside games like *Nick Faldo's Golf* and *Microprose Golf*, and the control method is clumsy and uncomfortable. It's a nice piece of computer history, and a game I honestly believe all game collectors should own, but there are a lot better games around. See the newer full price PGA Euro Tour if you really want one.





47%

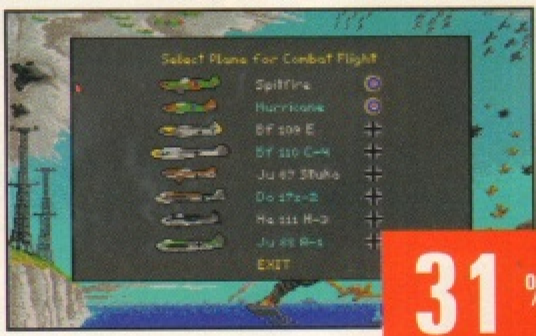
THEIR FINEST HOUR

KIXX XL OUT NOW £14.99

While LucasArts were turning out fantastic graphic adventures, they were falling behind when it came to flight simulators. Everything about their flying games games *looked* perfect; the packaging was superb, the manual was inspiring and the screenshots were phenomenal.

However the games just didn't live up to their promise. Rather than use the simplicity of polygons to generate a 3D world, all other craft in the game were drawn as sprites, scaled and shifted to create a semi-convincing world view. Sadly, this system is far too slow to work on the Amiga, and what you have is a historically accurate shoot 'em up, that's just far too slow and jerky to be playable. After spending frustrating hours trying to bring my cannons to bear on enemy fighters that moving unconvincingly across my bow, I jettisoned the disk and vowed to never load it again. There is an optional mission disk available from Kixx XL, but to be honest I don't really see the point.





31%

MONKEY ISLAND 2

KIXX XL OUT NOW £14.99



This month's VFM is turning into a bit of a history lesson, I have to say. Not only do we have the golf game that started them all, but also the graphic adventure. LucasArt's *Monkey Island 2* is regarded by most as the best graphic adventure ever, with the best animation, storyline, sound effects, music and general feel of them all, and it has inspired a thousand imitators.

Featuring a young lad called Guybrush, who has just returned from banishing the ghost of an evil pirate by the name of LeChuck, this game is packed with humour. While not actually carrying many belly laughs, there are more than enough scenes to bring a smile to your face, making the game all the more enjoyable to play. The puzzles are just as challenging now as they were when the game was released, and to be honest you would have to be a real fool to miss picking this up at the new budget price.

A word of warning though, this game is best played off hard disk, coming as it does on a mammoth 11 disks! So if you want to avoid disk swopper's wrist install it to your hard disk.

91%

Next Month...



A NEW YEAR

The new year begins in earnest from the February 1995 issue onwards. We'll have the low-down on what software is due for release over the coming year, what the Amiga community is going to do in the light of no good news on the Commodore saga, a World Of Amiga Show report and, of course, the best previews and reviews on the planet. Get down to your local newsagents now and reserve a copy.



ON DISK 100!

Yes sir, it's celebration time at CU Amiga Magazine 'cos we're giving away our 100th coverdisk! (Don't worry, there's definitely going to be more than one!) And what FULL package could be good enough to celebrate one hundred disks worth of service to you, our loyal readers, and the Amiga?

DIRECTORY OPUS

If you have an Amiga you must have tl program. Workbench is powerful, but there are times when something more specialised is needed. Directory Opus the most widely used file organising a transfer software available for the Am And the full package is exclusively ava able on our special celebration disk.

PLUS:

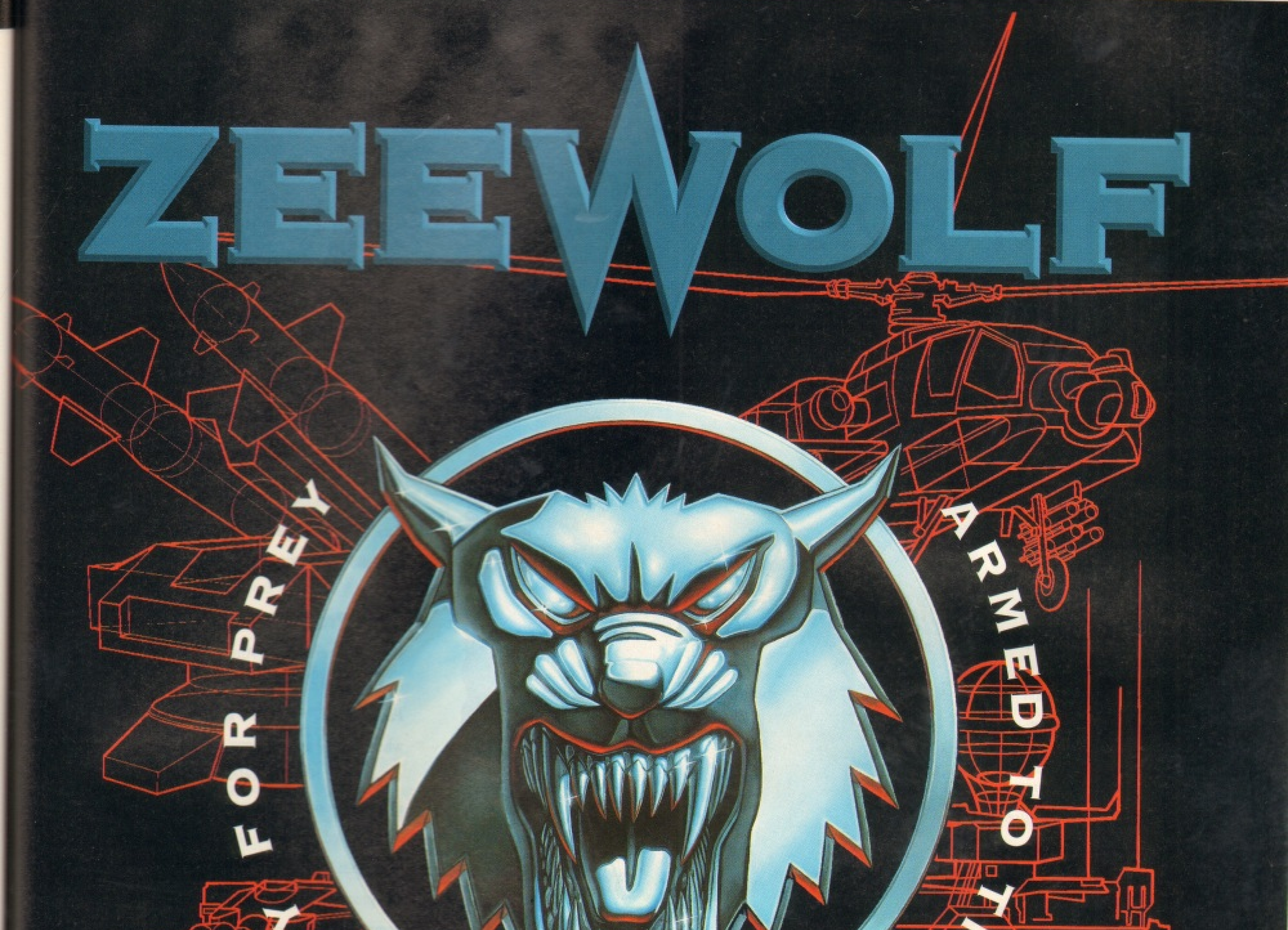
EASY LEDGER DEMO
Turn to page 97. You'll find the review of this superb product. CU Amiga Magazine gives you the exclusive opportunity to try it for yourself on coverdisk 100!

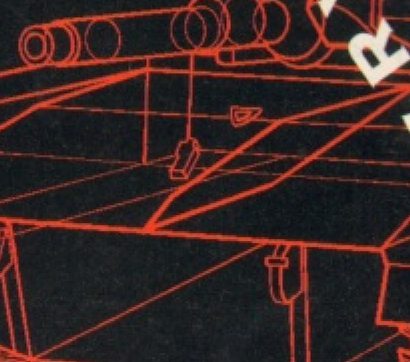
An EXCLUSIVE review of Image FX 2!
More superb tutorials, including X-CAD, VideoTracker, ProCalc and Andy's PC conversions.

GAMES:
A preview of next year's biggest titles
What to look out for and what to buy now!
And
Mortal Kombat II: Full review and players' guide ■ Sensible Golf ■ Shadow Warrior ■ Dawn Patrol ■ Kick Off 3 European Champions ■ Charlie J Cool
And more ...

CU AMIGA MAGAZINE

CU AMIGA MAGAZINE – LOOKING BETTER THAN EVER! FEBRUARY 1995 AVAILABLE FROM JANUARY 17


ZEEWOLF
HUNGRY FOR PREY
ARMED TO THE TEETH

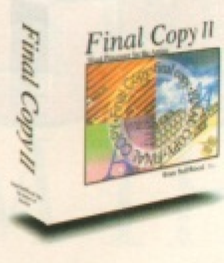



Cannon
Rocket
AAM
Fuel
Demolition Duty
Destroy enemy base.





Final Copy II™
Release 2



Designed to get the most out of an Amiga twin floppy drive system, ***Final Copy II***™ offers more than just word processing (at which it naturally excels) and opens up a world where 'how the document looks' is as important as 'what the document says'. ***Final Copy II***™ is ideal for that quick letter but also has powerful features that produce end results that you'd normally associated with Desk Top Publishing packages - easy to achieve, without the fuss!

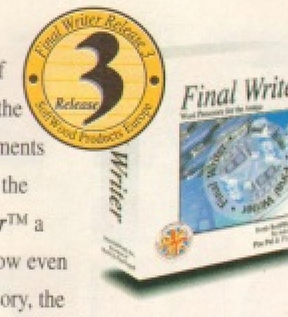
Unique features such as **FastDraw™** on screen drawing tools (to generate boxes, borders, lines and arrows etc.) and **PerfectPrint™** (a system that enables you to print Postscript™ outline fonts to absolutely any printer in



both landscape & portrait modes) ensure that ***Final Copy II***™ is the leader in its class. You can easily create multiple newspaper style snaking columns, import any graphics objects or pictures (and place them anywhere on your page), scale or crop those graphics and also auto flow text around them. You can even print text over graphics and the output is always of the highest quality. ***Final Copy II***™ offers the perfect balance between word processing and more advanced page layout generation - in one great program. Ease and speed of use combined with total control of the final printed presentation is available on your floppy based Amiga system right now for only ***£49.95*** *inc. p&p.*

Final Copy II™ requires an Amiga system with twin floppy disk drives or a hard disk drive and a minimum of 1Mb. free RAM (A600 hard drive - 1.5Mb). Flexible and practical from floppies; no installation or multiple disk swaps required.

Final Writer™
Release 3

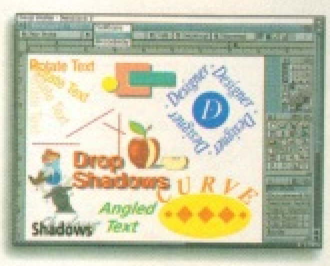


This newly upgraded release of ***Final Writer***™ is building on the success of *Release 2*. Improvements and innovations, along with all the features that made ***Final Writer***™ a winner, mean that the best is now even better still. Hard drive compulsory, the program is aimed at the power user offering the ultimate in performance. Just like *Final Copy II*™ you can take advantage of the excellent output associated with **PerfectPrint™**, but added to that is a host of other advanced features too...

FastDraw Plus™ increases the versatility of the on screen drawing tools with options like rotation.

TextBlocks™ allow you to position text anywhere on the page, at any size and at any angle.

TouchTools™ & **PowerUserBars™** make life more simple with 'one touch' control. Just click on a button to define,



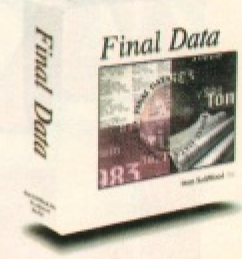
change and save such attributes as font size, text position, bold, italic, underline, justification, bullets, line spacing, indents etc. One magazine stated "this is the closest thing to Microsoft Word to appear on the Amiga".

Final Writer™ can import, scale, crop, view on screen and output structured PostScript EPS clip-art images to any printer, and we even include 100 quality images for your use. And, if you use a PostScript printer, ***Final Writer***™ extends your options... thumbnails, scaling, crop marks and halftoning. Add floating palettes, ArRexx/Macros, undo/redo (for both text formatting **and** graphics), table of contents, auto indexing, table of illustrations, bibliography generation and lots more for real power. ***Release 3*** takes your Amiga even further with new drag & drop text, spell while you type, dictionary hyphenation, foreign language dictionaries, auto save, polygon graphics and irregular shape generation.

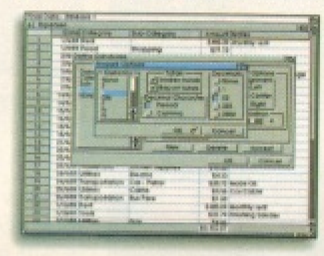
Amiga word publishing power for only ***£74.95*** *inc. p&p.*

Final Writer™ Rel 3 requires an Amiga running Workbench 2 or 3 with a hard disk drive and a minimum of 2Mb. free RAM.

Final Data™
New Release



Final Data™ has been designed to be by far the EASIEST TO USE Database for your Amiga. Many users dislike the involved "two stage" process conventional databases force you to follow. To set up a ***Final Data***™ database, you simply define a column for each type of information you want to keep eg. first name, last name, address, town, county, postcode and phone number etc. Incidentally, you can add or remove columns at any time. Your new database will appear as a table with rows and columns allowing you to view lots of data at the same time. Column widths can be adjusted by simply dragging their borders with the mouse. Data is then entered into "cells" and ***Final Data***™ even detects

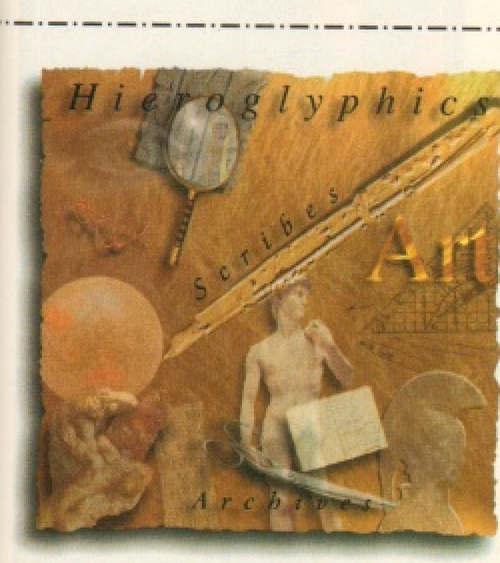


entries of invalid dates etc. and displays an alert message. Screen totals are available as options on all amounts and calculations (numbers can also be formatted with currency signs and commas). ***Final Data***™ is ideal for label printing and has built-in routines that remove all the complexities from this task. You can even utilise the "Print Merge" feature found in *Final Copy II*™ and *Final Writer*™ - simply select the program you are using and ***Final Data***™ does the rest. It can also read any database created in *Pen Pal*™, MiAmiga File and *File IIsg*™ as well as ASCII files found in other many other programs.

Ease of use and the power to keep all your records in order from SoftWood Direct at only ***£39.95*** *inc. p&p.*

Final Data™ requires an Amiga system with a minimum of 512K free RAM operating under Workbench 1.3 or higher.

Help on memory: our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all graphical software requires more memory - dependent on the functions being used.



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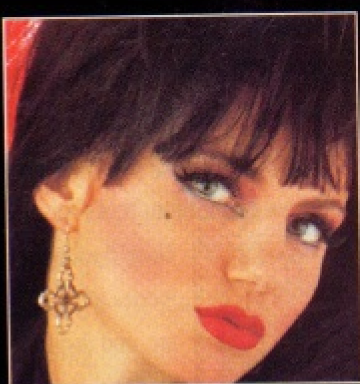
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Adventure Helpline



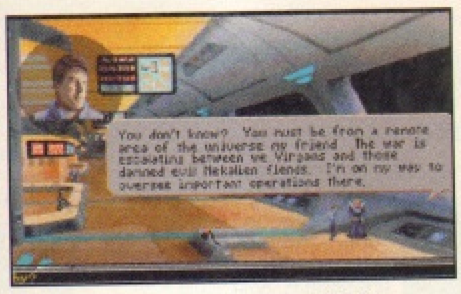
VAMP

VAMPYRA GOES OUT
EVERY NIGHT,
A HANDSOME LAD TO FIND.
ONE GLANCE INTO THOSE
FLASHING EYES
AND YOU WILL LOSE
YOUR MIND.

A WEB OF SIN SHE'LL
SPIN AROUND,
TO HOLD YOU 'TIL SHE'S DONE.
AND A SHRIVELLED CORPSE
WILL BE WHAT'S LEFT,
TO GREET THE RISING SUN.

GOD HELPS THOSE WHO
HELP THEMSELVES,
BUT HEAVEN HELP THOSE WHO
FALL UNDER VAMPYRA'S SPELL.
BY ALL MEANS ASK HER FOR
ADVICE – JUST DON'T LET HER
TRY TO KISS IT BETTER!

UNIVERSE



Universe - remember to USE the panel once you've got it working.

A few months ago I read the excellent review that CU AMIGA MAGAZINE gave *Universe*, and subsequently went out and bought it. However I'm finding it extremely difficult and can't find any way of getting onto the large asteroid. I've been down to the barren planet and picked up the metal bar, circuit board, a rock and another piece of metal. I prised the panel off the satellite dish and inserted the circuit board into the control panel, but it doesn't seem to help me.

Wayne Trigg, Stapleford.

Look, you silly billy, the whole point of the exercise was to get the panel working so you could 'USE PANEL'. Now that you've inserted the circuit board, using the panel will make a computer readout appear on the screen. Select the Gavric Homeworld connect it and you'll be able to create a bridge across the gap.

KGB

I desperately need help with Virgin's *KGB*. I can get up to Viktor Matsner's boat, but then I can't do anything. I can find a magazine, book, socks, diving shoes and a belt. Every time I try to hide, Savenko always finds me.I have also found a metal trapdoor in the rest room but I can't open it.

T. Stanbury. Withersea.

Having swum out to the boat, the next thing is to hide behind the fish boxes. Wait until the mechanic leaves the deck then climb down into the radio room. In the rec. room you should get all the objects that are under the bed, (you can leave the fluff) then go back on-deck and throw the rum bottle into the sea (do this to the left of the lifeboat). When the mechanic jumps in after it, run down to the engine compartment and hide in the closet. Now wait until the mechanic returns and falls asleep.

Use the belt on the engine, then hide again until 9:30pm before emerging. Head for the bow of the ship (that's the sharp end to you darling) and wait behind the crates until midnight. Lots of people will come and go before you can follow those who go down to the radio room. Listen at the door and you'll hear lots of useful information, then hurry back to your fish crates and hide again until 5:00 am. Once everyone leaves you'll be able to emerge at 6:45. At 7:30 you'll finally reach port. At this point I suggest you take a shower!

LEISURE SUIT LARRY III

I know I have to find a knife to carve the Granadilla Wood, but I can't find it anywhere.

E. Roberts, Clwyd.

I'm not sure I should help a sexist, balding little worm like Larry, so I'll make this short, and not very sweet. If you return to your house you'll find that your new credit card is to be found in your mailbox. Give your credit card to the topless beauty on the beach and she will give you a lot more than you deserve, plus a knife.

LEISURE SUIT LARRY II

I don't know where to go once I get onboard the cruise ship. I had my hair cut then went through the door in my cabin and found the mother of my date - but she kills me!

John Howson, Motherwell.

First take the bowl of fruit in your cabin then go next door and chat with the Bimbo's mother. Return to your cabin as soon as she finishes talking, wait for a moment then go back next door. Hopefully she will have gone and you can steal the sewing kit in the nightstand.

Change into your swimsuit, head for the pool and try a bit of sun-bathing (do remember to use the sun-screen). If you jump in the pool (remember to say 'swim') you can then investigate the bottom of the pool to find something of interest.

After your trip to the barbers you can climb to the top of the ship and visit the bar. Don't eat or drink anything here because it's all poisonous , instead take the 'dip' and leave. Once you've found where the lifeboat is, head for the bridge and pull the lever you'll find there. Don't walk any further forward or you'll get shot.

Hurry back to the lifeboat, for this is where you are getting off. Jump into the lowered boat and your cruise is over.

Now here's the really tricky bit. Instantly type the following commands. Wear Wig. Wear Sunscreen. Throw Dip Overboard.

KINGS QUEST IV

Please tell me how to get the dwarf's lamp in Kings Quest IV.

N. Williams.

I'll bet you a gold crown to a pinch of graveyard dust that you repaid the dwarf's hospitality by stealing a diamond from his house.

I knew it, you're a tea-leaf! I suggest you go to the mine and return the diamond to the head dwarf, perhaps then he will let you have a lamp. ■



"I NEVER UNDERSTAND WHY MEN LIE ABOUT EACH OTHER SO MUCH, BECAUSE THE PLAIN TRUTH IS BAD ENOUGH!"

SEND ALL YOUR ADVENTURE GAME PROBLEMS TO: DEAR VAMPYRA, CU AMIGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

LEANING OVER THE EDGE



It's been a strange few months for Amiga users. On the one hand we've had constant doubt over the future of Commodore hanging on by a thread, and on the other hand there's hardly been a period of busier activity on the part of developers.

Thinking back a couple of months we've seen *PhotoGenics, World Construction Set*, A1200 CD-ROM drives, new hard drives and more. One of the reasons for this sudden burst of activity from Amiga developers has been that until recently they'd been holding back, waiting for Commodore to announce definite plans. But obviously they can only hang on so long, and many of them have given up waiting and pushed out their products in time for Christmas.

With Christmas upon us this burst of activity has continued unabated this month, with no less than six new products making an appearance. These range from HiSoft's 12/16-bit sound sampler Aura reviewed on page 99, to powerful business applications like *Final Data* and *EasyLedger* (pages 97 and 106 respectively) and, of course, the stunning DTP package – *PageStream 3.0c,* page 91.

All in all it's been a hectic month testing and reviewing so many top notch programs, but a rewarding one seeing Amiga software continually get better. If Amiga software developers keep releasing these kind of quality programs the future of the Amiga is very bright.

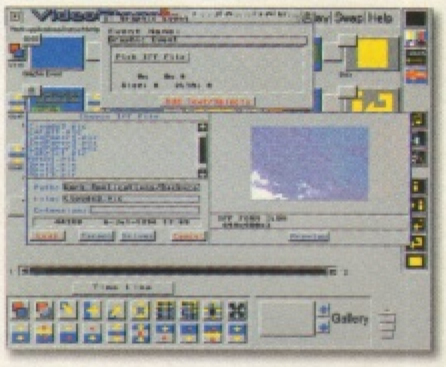
Talking of the future, turning over these pages you'll probably notice that we've made a few subtle changes to the style and layout of this section. The reasons for this are many, but a primary one is to keep your favourite Amiga magazine up to date with the changing face of the Amiga market.

The Amiga has grown from being a sophisticated toy to a very powerful computer used in Hollywood studios, small and large businesses alike, whilst still being the UK's most popular home computer.

To reflect this change we've changed the face of CU AMIGA. Let us know what you think! Have a Happy Christmas and great New Year.

Get Serious

Yet again the CU AMIGA team have scoured the country to find all the latest hot products. Then we ignored them and came up with this crop of old geriatrics. No ... wait, seriously, they're all new ...

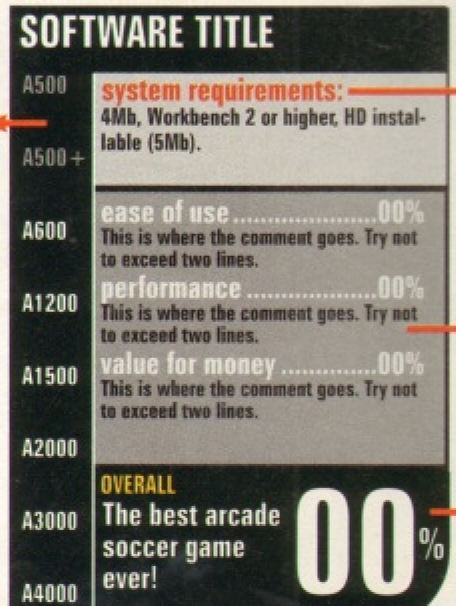






New Scorebox

Compatibilty is shown by the Amigas that are highlighted in white. This example is not compatible with A500 or A500+.



This lets you know what requirements you'll need such as how much RAM, which workbench and whether it is hard disk installable.

A brief guide to how it scores in these three areas.

The overall score – an indicator of how good it is.

Super Star logo

AMIGA MAGAZINE SUPERSTAR

The scoring system has now changed. Any product scoring 90% or over will now receive the highly acclaimed CU AMIGA MAGAZINE Super Star.

Get Serious

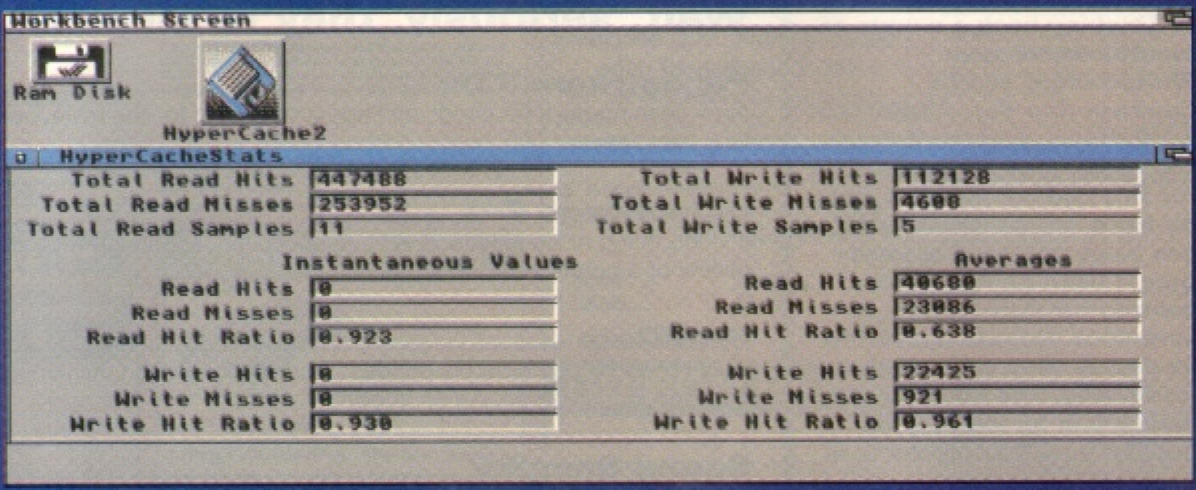
HYPERCACHE V2 Utility

The program works just like the previous version, using intelligent software to anticipate which files and directories are likely to be needed next, and reads them in advance. Therefore it dramatically reduces loading times from both floppy disks and hard drives.

The new version now cache saves as well. The installation has also been improved (which now uses the standard Commodore installer - rather than requiring you to dabble around copying files) and several additional programs have been supplied. These additional programs allow you to check the status and size of the cache and change the parameters. Previously you needed to do this via command lines on the CLI, and there were hardly any statistics reports to speak of.

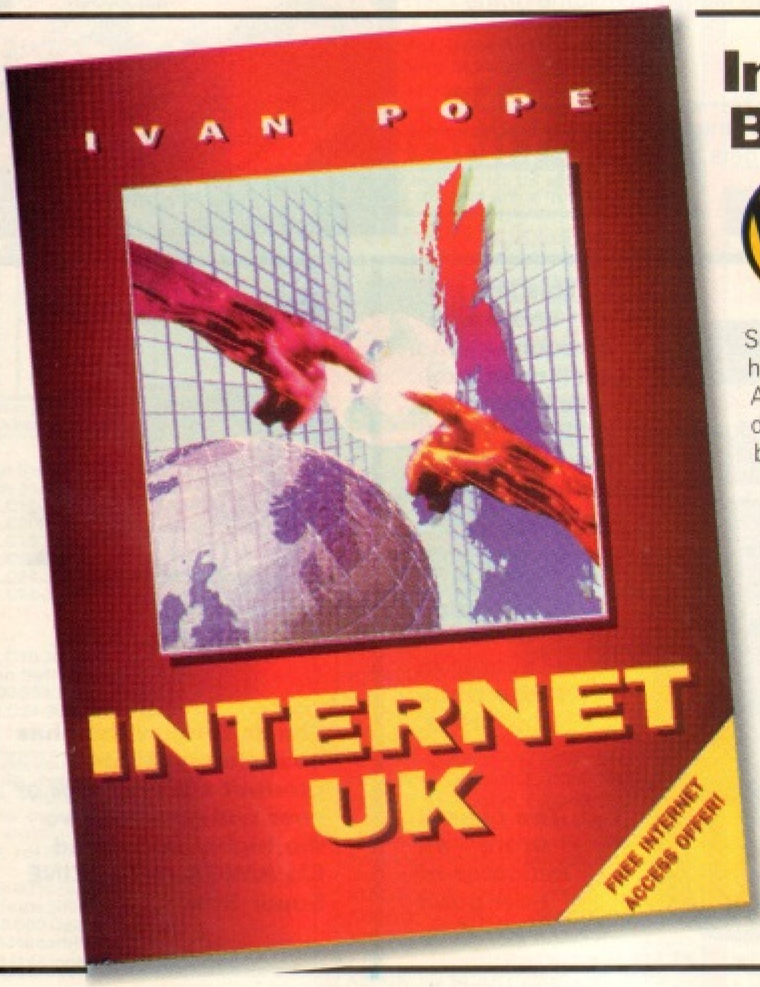
To put it to the test we loaded various files and applications and saved documents. Across the board it turned in impressive results, compared to both the previous version and uncached systems. Loading times haven't improved much over the previous version, typically knocking 1 or 2 seconds off the loading times of version 1. Saving files on the other hand turned up some dramatic results. The saving time for one file graphic file dropped from 30 odd seconds (uncached) down to 15 with Hypercache. The addition of the cache for saves is the main feature in the new version, and its worth upgrading just for this!

HyperCache version 1 is great and version 2 is even better. My hard drive now responds with the kind of speed I've always hoped for when saving, and the slight improvement in loading times over version 1 is nice. It's staying on my hard drive! *HyperCache* V1 is on this month's coverdisk, turn to the news pages in this issue for upgrade details. Available from Wizard Developments . PO box 490, Dartford Kent DA1 2UH. Tel:0322 272908. Price:£24.99.



▲ Ready, steady, go .... Hypercache will send your Amiga rocketing off into orbit.

92%



Internet UK Book

Walk into any bookshop these days and you'll be faced with a mass of books about the Internet, and the much hyped Information Superhighway. Most of these books however are orientated towards the American Internet user, with little detail on connecting for UK based users.

Now however, there are several books appearing which address exactly this problem. Internet UK by Ivan Pope from Prentice Hall claims to offer 'everything you need to know about the Internet in the UK'.

In reality however, whilst it does offer a UK perspective, it tells you little about the Internet from a beginners view point or how to get connected.

What it does offer is an explanation of the different types of Internet connection methods, a comprehensive listing of UK Internet providers, lists of various Internet sites and resources, and a listing of commercial sites - ie companies running their own Internet services. Examples being Financial Times, Eagle Star Insurance, the British Standards Institute, Barclays Bank, Pioneer, Psygnosis, and the National Library of Scotland.

There's even a small section on the Amiga, listing an FTP site for Amiga Mosaic (a source where you can get a graphical front end to the Internet) and a large number of newsgroups on most Amiga topics.

This is book is OK if you are already on the Internet or have used it via someone else and are looking to get connected, in which case the list of providers and their services will be of use. And if you want to dabble with the Internet then the list of UK commercial companies and the Amiga newsgroups will also be interesting. Unfortunately however, the book can be little heavy on jargon for new users, and as such I can't recommend it for first time use. It also suffers from the problem that all Internet books face - with Internet growing so quickly the books quickly go out of date,

Available from a bookshop near you Price: £19.95.

80%

17 BIT PHASE FOUR cd rom



CD-ROM has yet to live up to the hype as far as games go, but it's already proven itself as an ideal medium for mass-storage of public domain software. Take this latest compilation from 17 Bit for example. It contains the latest additions to the 17 Bit collection, from disk no. 2801 to 3351. Buy this CD, and you get around 500 disks for just a few pence over £20! Buying PD on floppy disks usually costs around £1 per disk, and another 50p to £1 for post and packing. Downloading software via a modem can also be an expensive business when the phone bill arrives, so buying this way represents a massive saving.

It's compatible with any Amiga with a CD-ROM drive attached. This doesn't include the CD-32, you can use it with a CDTV, so long as you have a floppy drive connected. Most of the disks in the 17 Bit library are designed to be run from floppy. Because of this, each disk is stored as an archive, which has to be decompressed onto a blank disk before use. In some cases, such as clipart and sound sample disks, it would have been handy to be able to access the files direct from the CD, but this could have lead to a lot of complications, so this is an acceptable compromise.

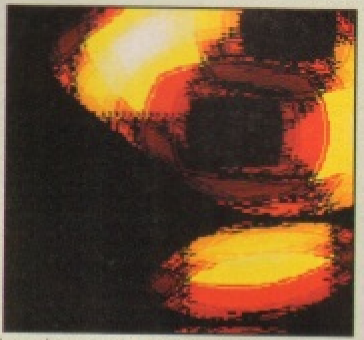
There are far too many disks on the CD to list here in full. The software is a complete cross section of Amiga PD, including demos, games, utilities, clip art, animations, music demos, sound samples, slideshows and applications. Basically anything that's made its way into the 17 Bit library during 1994. This includes top demos like Nine Fingers from Spaceballs, and a trio of Polka Bros demos, and a brilliant technovisual demo called CCCP that has so far eluded us at CU Amiga Magazine (we'll feature it in next issue's PD Scene). There's also all the latest Assassins game compilations, with their typical range of PD games that encompasses both turkeys and classics alike.

Phase Four is an autobooting CD, which uses a point-and-click front end to select and decompress each disk. 17 Bit have also supplied a description of each disk, which you can call up as you scroll through the list. These are fairly honest comments that give you some idea of what the disk is about, with a opinion on how good the disk is. For example, enquire about a disk entitled 'Wrestling', and you are told that it's 'reasonably good', and warned that 'the graphics and sound are a bit ropey'.

Even so, 17 Bit do have a quality control policy, so you're unlikely to find any completely useless disks here. On the contrary in fact. Most of these are either very useful in the case of the serious stuff, or very entertaining when it comes to games and demos.

There's something very appealing about having all of these disks at your fingertips. It's just like looking through a PD library catalogue, but instead of having to carefully pick your disks, send of your cash and wait for the postman to deliver your goodies, you just click a button, and your disk is ready in about a minute. If by chance it turns not to be your thing, all you've wasted is 60 seconds and the energy it took to press a button. Everyone's a winner, as Hot Chocolate used to say.





▲ There's something for everyone on the massive Phase Four CD-ROM. These shots are taken from the CCCP demo that features on the disc.

Available from: 17 Bit Software,
1st Floor Offices, 2-8
Market Street,
Wakefield,
West Yorks, WF1 1DH.
Tel: 01924 366982.
Price: £19.99.

CD32 A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

90%

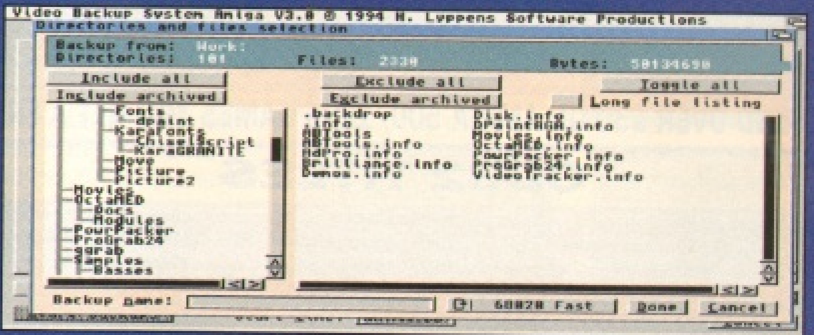
VIDEO BACKUP SYSTEM 3.0 videotape data storage

It can happen at any time, and can have devastating effects. If your hard drive suddenly decides to trash itself, you could lose years of work in a matter of seconds. It's easily done. Let's say you want to erase all the files from a floppy disk. Typing "delete #?" would do the job, but if you forgot to first type "cd df0:", that could be enough to wipe your hard drive in the blink of an eye! Then there's the danger of viruses, power failures, and good old mechanical failure.

All of these tragedies can be avoided if you get into the habit of backing up your hard drive every now and then, and that's what Video Backup System is here for.

The best thing VBS has going for it, is that it uses a normal domestic video cassette recorder to store all of your backed-up data. Presuming you have a VCR, this is a much cheaper way of backing up data than splashing out on another hard drive or a tape streamer, and it's certainly a lot less hassle than copying everything onto a truckload of 880K floppies!

Apart from uses as a security backup system, VBS could also be used at those times when you desperately need a big block of hard drive space, but you don't want to delete anything that you might need in future. Loads of



enormous animations and sound samples could easily be stored on a single videotape. If you then need them in future, you could put them back on your hard drive (or any other Amiga hard drive come to that) whenever you want.

How does it do this? It converts the data on your hard drive (or floppy drive, or any other mounted device) into a stream of black and white graphics. These graphics are displayed recorded onto the videotape as a visual representation of the data. When it comes to re-loading the backed-up data from the videotape, the software decodes the graphics, and turns them back into their original data files.

Depending on whether your VCR uses a Euro/SCART connector for its input, or if it has a composite video phono socket, you'll need to make sure you get the right version of the VBS, which comes in configurations for both set-ups. Even so, you may need to buy an extra cable, or make a few amendments to get everything connected up properly, depending on the inputs and outputs available on your VCR. It's pretty simple to use. You select your partition or directory that you want backed up, start recording on the videotape, and hit the start button. That's about all there is to it. The selected files are saved out as one block, with a file header that's recorded on the tape both as a visual screen for your own reference, and as data, so the software knows when to start loading.

Floppy disks can be backed up in about 1 minute. When working with floppies, the whole disk can be sucked in and squirted as if you were using DMS (the compression method used for the CU Amiga Magazine coverdisk programs). You can still compress single files or batches from floppies. Working from an internal IDE hard drive on an A1200, VBS backed up an 8Mb partition in about five minutes.

Using your video to archive your hard drive data might seem a strange idea, but it works, and its relatively cheap compared to other systems. If you're organised enough to keep regular back-ups of your data, then congratulations! If you want a cheap, quick and effective method of archiving your work, this could be just what you're after.

Available from: Power Computing,
44 a/b Stanley St,
Bedford, MK41 7RW.
Tel: 0234 273000.
Price: £60
(Phono version)
£65 (SCART version)

CD32 A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

80%

PageStream 3c

■ Price: £300 ■ Developer: Softlogik ■ Supplier: Emerald Creative ✆ 081 715 8866

The only remaining DTP program on the Amiga, PageStream 3, was released with loads of bugs and unfinished. Is Amiga DTP doomed? Andy Leaning checks out the third revision of version 3.



▲ With PageStream anything is possible.

The Amiga has long tried to cramp the style of the Mac, snapping at its heals in most markets, but in DTP (unlike the video market) the Amiga has never had the power software needed to compete with Mac programs like Quark Express. Slowly the Amiga DTP application developers pulled out, leaving just one - SoftLogik.

SoftLogik's *PageStream* was originally released on the Amiga several years ago, as a port of the Atari ST version - called Publishing Partner. Now SoftLogik have released their long awaited upgrade to *PageStream*, version 3, which they claim to be better than any other DTP program. The problem is that its development has taken longer than expected, and they had to release it in an unfinished state. The first versions were littered with bugs, unimplemented features and was very slow. And this is the last DTP package on the Amiga! Even an optimist wouldn't give you favourable odds on the future of the Amiga as a DTP system.

However, SoftLogik have since released three upgrades to correct this situation. We're now on version 3.0c, the first version which SoftLogik have sent out for review: is it any good? Can Amiga DTP survive this fiasco? Will England ever win the World Cup again?

As the last remaining DTP program on the Amiga, *PageStream 3* certainly has the features to wave the flag for our favourite computer. It provides simply awesome power as a page layout package, and at the same time has borrowed many features from the Champion Mac DTP program Quark Express to make it fast, efficient and easy to use.

A bold statement

In terms of features, about 80% of what you'd want in a DTP program is here - no matter what your requirements. This is a bold statement but I honestly believe *PageStream* delivers this. There are simply too many features to list them all here, but as a taster here are some of the more interesting elements.

For long documents (ie more than 10 pages) there are numerous tools to help with the organisation and content. These include table of contents generation and indexing, multiple master pages, chapters, and very powerful tags (ie grouping together text attributes under a name).

For layout text can be wrapped around irregular and regular shaped graphics and shapes - so you can have text running around the inside of a circle, around the detail of graphic bitmap or any other shape for instance. For simple single page documents the number of layout tools, drawing tools and object handling facilities is simply amazing. Amongst its capabilities are cropping graphics using irregular shapes (rather than simply cropping a rectangle), anchoring objects to specific text (so an icon always appears next to the text describing it), numerous different arrow heads, and no less than six different shaped dots for screening.

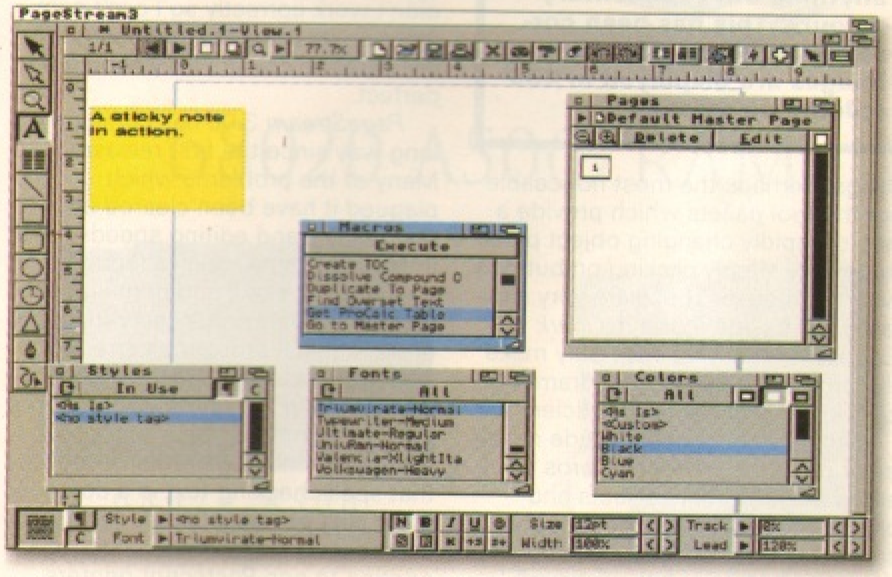
Added to these features are a wealth of new control facilities - ways of telling the program what you want to do. There are both new commands and new ways of doing

A QUESTION OF SIZE

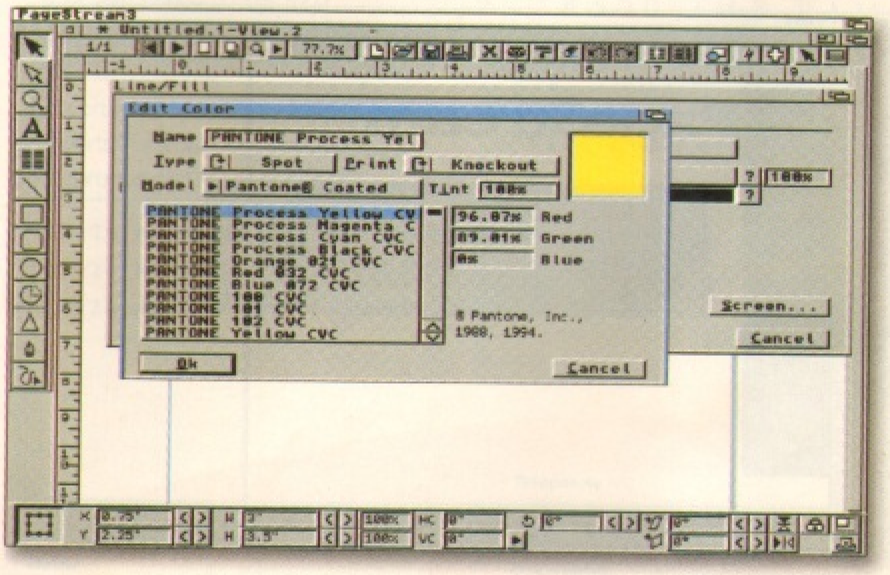
***PageStream 3* is big, really big. It comes on six disks, but this doesn't prepare you for the amount of hard drive real-estate needed for a complete installation.**

Over 12, yes 12 Mb are needed for an all-singing all dancing install - for a minimum setup this drops to a three and half megabytes. Obviously there's bucket loads of clipart, tutorials and other files in there, but it's still a massive chunk of hard drive.

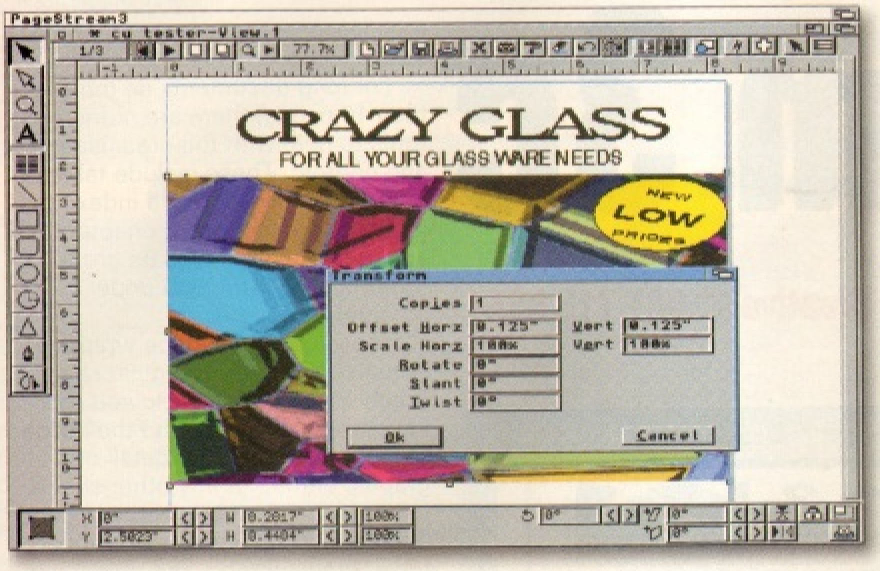
I remember the days when hard drives were only 10Mb in size – things have moved on bit!



▲ All the possible PageStream pallets on display, plus post-it-notes. Note the ProCalc table import facility in the Macros requester.



▲ Pantone is the DTP industry standard for specifying colours, and at long last PageStream supports it.



▲ Version 3 can finally show images in proper colour, also note the Transfer requester. This allows you to duplicate, move and rotate objects in one go.

PICTURES

One of the annoying features of earlier versions was that despite the power of the AGA chipset *PageStream* wouldn't display imported pictures in anything but rudimentary colours. This has been corrected in version 3c. Bitmap images are displayed in 256 colours on screen.

things. Perhaps the most noticeable are the tool pallets which provide a way of rapidly changing object parameters by simply clicking on buttons with the mouse. These are very similar to the pallets found in *Quark Express* on the Mac and really make the program a joy to use - dramatically improving operator efficiency.

Other neat touches include masses of prewritten *ARexx* macros to automatically create effects and change the documents (although some documentation explaining them would be useful), a powerful duplicate/move/rotate function, being able to call up a list of all pictures used in a document and the ability to name objects, on-screen post-it-notes, and the ability to change the point of rotation for an object and give it a description.

CU coverdisks

For those using our fabulous ProCalc cover disk from November, you can also import ProCalc tables! The program also supports Pantone colours, although changing text colours didn't work correctly so I can't comment on its accuracy, but being official Pantone colours they should be perfect.

PageStream 3.0c has come on a long way since the first release. Many of the problems which plagued it have been cleared up, text display and editing speeds have improved dramatically (although they are still slow) and printing has been massively enhanced with many of the original problems corrected.

But there still are faults, many of them and a great number of features still to be implemented. Amongst the more annoying problems are that spell checking text in a document isn't possible (although you can do it via *PageLiner*), landscape printing to non-Postscript printers doesn't work, there's no way to find and replace text, Undo doesn't work all the time, greeking text (which would help redraws) isn't done at all and text fills are yet to be supported.

The program does still crash, but nowhere near as much as it did. It's also getting faster. The text editor still isn't acceptable for lots of text entry, but is now passable for heading and titles, screen redraws are ideal for tea breaks, and PageLiner can be used for major amendments.

Having said all of this, *PageStream* 3 is worth having. Users of previous versions should now upgrade - its not a full program and yes still crashes, but it's a massive improvement over version 2 and is workable. Likewise owners of ProPage should also consider it. Although its much hyped ability to import ProPage documents is not fully implemented it will successfully import many documents. And SoftLogik are issuing free updates on a regular basis, with the program getting better each time.

Alternatively if you already have an Amiga and are considering using it for DTP check out *PageStream* - it does have just as much power as you'll find elsewhere.

As to the future of DTP on the Amiga I'd say that for the time being at least page layout is still viable on it and will be so for some time to come.

Sadly it's unlikely to ever seriously threaten the dominance of the Mac in this market, but your investment will not be wasted.

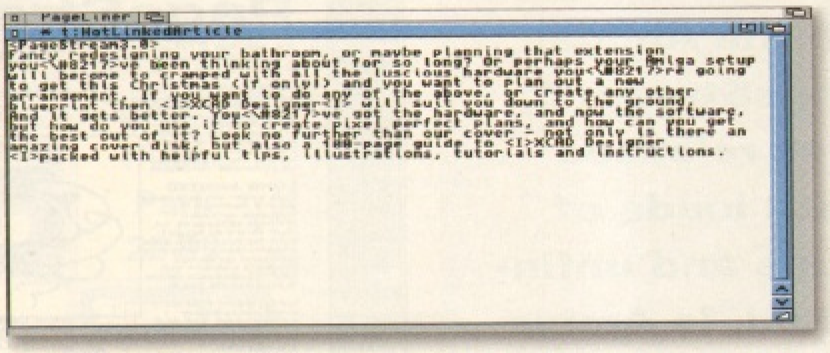
The same unfortunately can not be said for England's footballing hopes, we're doomed! ■

AND THERE'S MORE

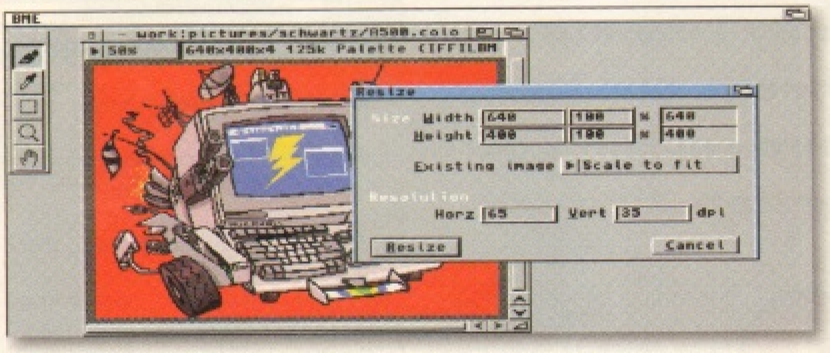
The *PageStream 3* includes two other programs: a text editor and a bit map graphics editor. These programs allow you to enter and amend text far quicker than doing so directly inside *PageStream* and to perform image processing functions on pictures.

Since the initial release, both of these programs have been enhanced, text can now be transferred from a document in *PageStream* to the text editor, the spelling checker ignores control codes whilst BME has emboss and sharpen effects.

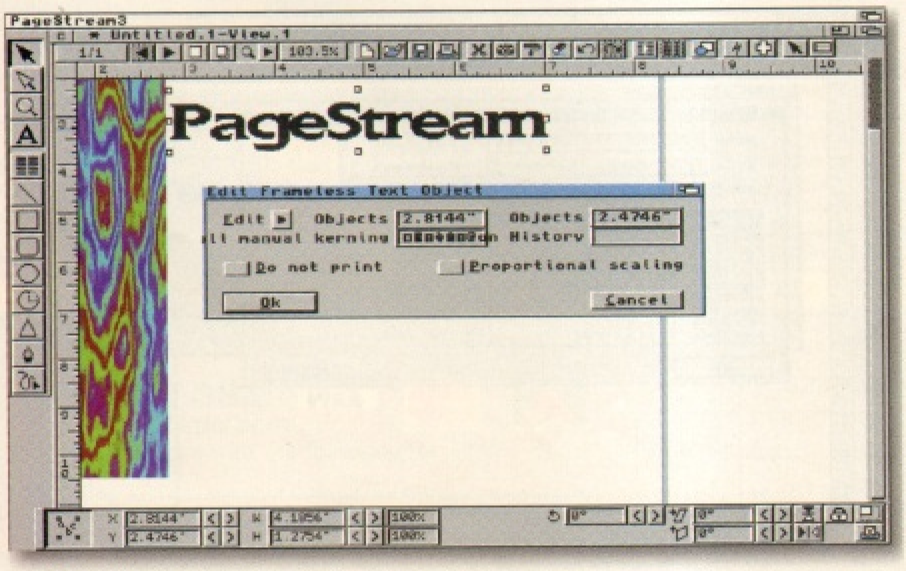
Both programs are very good at doing what they do, BME being reasonably speedy even in 256 colour mode and PageLiner being a fast, if somewhat basic editor.



▲ Editor. The PageStream text editor, notice how different text effects are displayed between '<' and '>'.



▲ The graphics editor, BME. A reasonable image processor.



▲ Oops. This is the third release of the program, and for the most part it's well behaved, but problems still exist.

PAGESTREAM

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: 4Mb, Workbench 2 or higher, HD installable (5Mb).

ease of use 85%
This is a very easy program to use, although the sheer number of features can be a little confusing.

performance 60%
Getting better compared to the original version 3 release, but still not there yet.

value for money 70%
£300 is a lot, an awful lot, but considering what you get it's worth it.

OVERALL
Has a great future if the finishing touches are added.
80%



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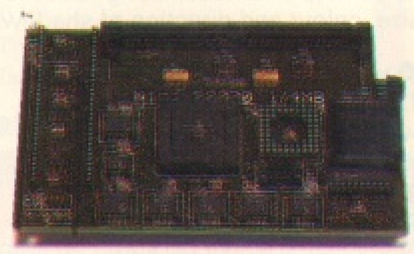


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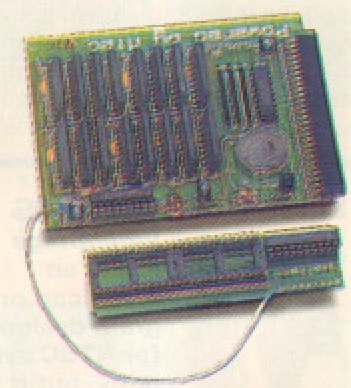
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VideoStage Pro

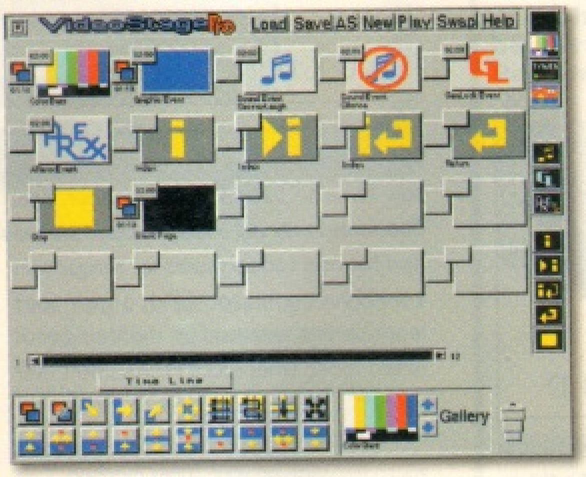
■ Price: £99.95 plus £2 P+P ■ Developer: Oxxi ■ Supplier: HiSoft ✆ 0525 718 181

Andy Leaning checks out Video Stage Pro – a potential Scala-beating video titler and presentation creator.

Scala is the undisputed champion when it comes to creating video titles, interactive presentations and information display points. However, a new challenger is in town. *VideoStage Pro* from Oxxi supports a massive array of features that should make it a strong challenger to the reigning king. The question is will *Scala* be Oxxicuted?

The program starts with a story board, a series of empty boxes representing events (pictures, sound or *ARexx* macros) to be created and controlled. Fill the boxes up with images, text and sounds and you have a series of video titles or a presentation. But what makes *VideoStage Pro* flexible is the control over the content of these boxes.

For starters the text can be filled with any colour from the current pallet. Alternatively it can be filled with graduated tints running from left to right, top to bottom or centre outwards (vertically and horizontally). The outline colour of text can be set, as can the thickness, along with the size, colour and direction of shadow.



▲ The main story board screen, in this case showing the different types of events possible.

Animated heaven

This text lies on top of a backdrop which can be a standard IFF graphic file (256 colour maximum), a tiled graphic (the same image repeated over the screen area), a single colour or graduated colour backdrop. To liven things up a bit the text can also be animated, so instead of just appearing straight on screen, each text object, or individual character, can be scrolled, bounced, faded or dropped into its desired position. There are some 60 different text animations that can all be used providing a wide and diverse range of possible effects.

In addition to text, IFF brushes and buttons can also be placed on the screen. IFF brushes can be any illustration you like, to jazz up the look of your presentation. Buttons provide a simple means of structuring the presentation. These can be defined to jump to other screens when a user clicks on them, and along with some basic loop and index facilities provide a simple way of creating continuously running but interactive displays.

The last type of objects that can be placed on screen are structured graphics, such as squares, circles, stars etc. These can be created, coloured, distorted and changed as you would do with any other structured graphics creator.

Having added text, graphics and buttons to a backdrop, you have the basics of a screen. Transition effects are now added. These determine how each screen will appear, and a there's a whole bunch of possible effects to use here. Screens can be rolled, scrolled, faded, and bounced onto the display. The time that each screen stays on view can also be set.

Professional

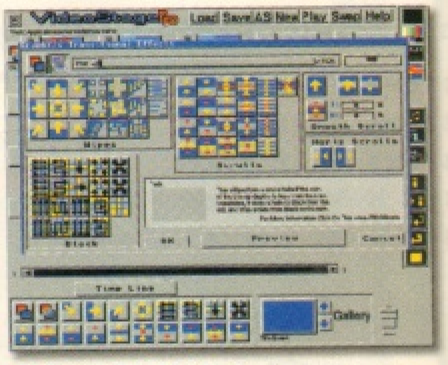
Building up a series of screens in this manner allows the creation of reasonably professional-looking presentations and video titles, but the program has still more on offer. Amiga sound files can be played (the program supports the MOD file format as saved out by *ProTracker* and *OctaMED*), G-Lock and SuperGen genlock support is built in for Amigas with the ECS chipset, whilst *ARexx* macros can be called up.

All these elements combine to raise *VideoStage Pro* well above the capabilities of a plain video titler, but sadly there aren't enough facilities to enable me to recommend it for use in a professional presentation and information point environment.

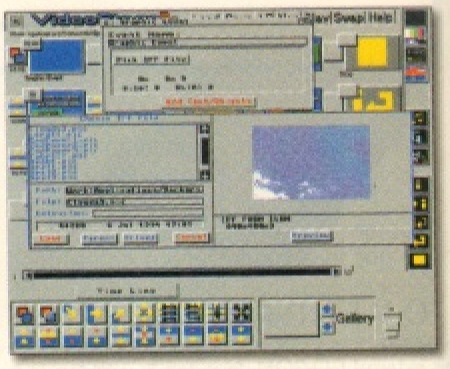
Conclusion

VideoStage Pro is a very powerful package and certainly very capable and very sophisticated. Its range of wipes and scrolls, *ARexx* support and text handling will make it very popular. However the animated text movement is jerky and its graduated tints tend to be grainy, which wouldn't be welcomed in a professional environment.

In all, it's ideal or amateur use with a genlock such SuperGen. *VideoStage Pro* is a good program which video titlers should definitely have in their collection. ■



▲ Wipe Out! The wipes, fades, and scrolls available as transitions.



▲ The file requester complete with thumbnail preview option.



▲ Create your own tailorise bonsai garden with VideoStage Pro.

SOME PROBLEMS

VideoStage Pro is an American program designed for NTSC systems, but it will support PAL (UK) screen sizes. However the sample backdrops supplied with the program are in NTSC, meaning the bottom third of the display is blank.

It's also annoying that even if you tell it to use a 256 colour screen the pallet available for text is still limited to eight colours. I could only get bigger pallets to appear by loading a backdrop image with 256 colours.

In addition I experienced problems with icons and buttons being below the screen area available to the mouse. This presented itself with the icons for creating structured graphics, with the tools out of reach of the mouse.

VIDEOSTAGE PRO

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Amiga with Amiga DOS 2.0 + hard drive and 3Mb Ram

ease of use 80%
Simple and intuitive, with full on-line help, but lacking the elegance of Scala.

performance 85%
Produces good presentations but wipes can be jerky and picture processing is a bit rough.

value for money 84%
Pretty good, nice range of features for a reasonable price.

OVERALL
Good and worth having, but Scala retains the title. **86%**

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139 Pagestream, 24 Prodraw, 500 Truetype
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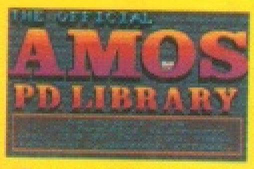
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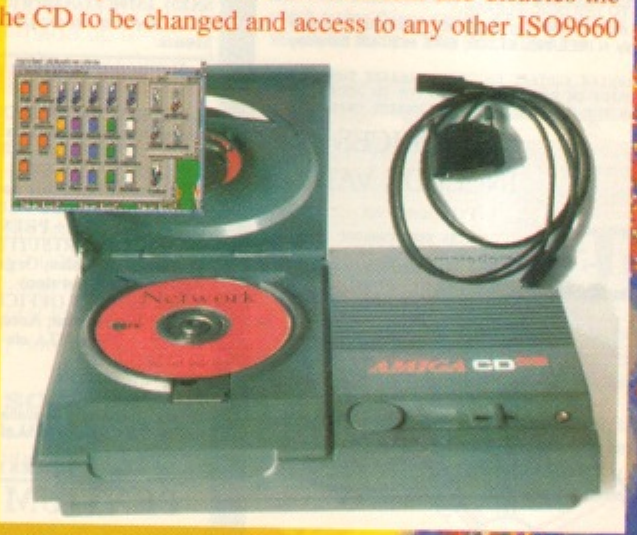
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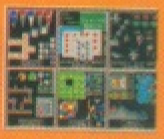
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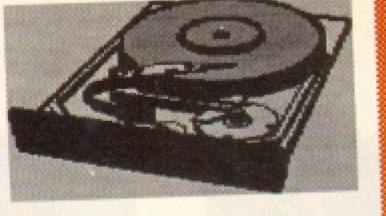
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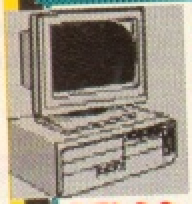
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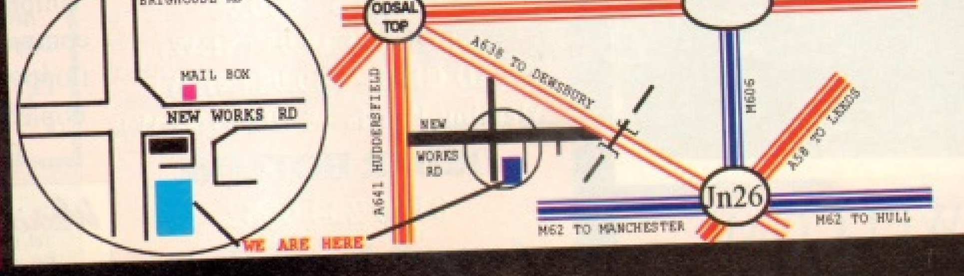
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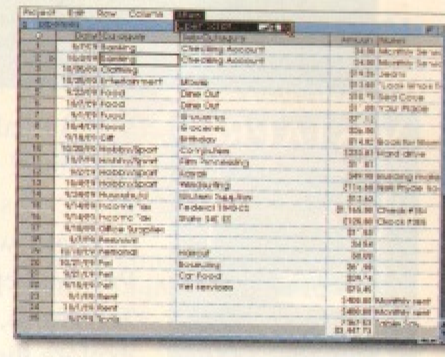
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Final Data

■ Price: £39.95 ■ Developer: Softwood ■ Supplier: Softwood ✆ 01773 836781



▲ You have to admit it does look more like a spreadsheet than a database — not the figure at the bottom of the column which keeps the total up to date.

From the people who brought us Final Writer ... John Kennedy investigates.

What do you do when you've spent a lot of time and money developing an excellent new user interface? All those windows, menus and pop-up requesters take some programming, so it kind of seems a shame to only use them on one program, doesn't it?

Softwood Inc certainly thought so. They spent a lot of time getting *Final Writer* to look just right, and they weren't going to sit and watch a lot of code go to waste on only word processing programs. So enter *Final Data* – the latest in Database management.

Softwood, however, must have got their definitions mixed up, because Final Data certainly looks a lot more like a spreadsheet program than a database. Most database systems use a card file analogy, and every record (for example, a name and address) in the system is kept on an individual card which can then be sorted, listed, saved, edited or printed.

Bucking the trend, *Final Data* creates a grid of rows and columns. Where they intersect is a 'cell', and into this cell you enter your data: be it a name and address, date or sum of money. In fact, it's all quaintly reminiscent of a Sinclair Z88 portable computer, with its Pipedream combination word processor/ database/ spreadsheet program, but don't hold that against it as it's actually quite good.

You create your database by choosing labels for the columns, as these will define the categories of the information you'll be entering. You can 'type' each cell to be made up of text, a time, a date or a number and there are further sub-divisions to each. The advantage to setting the type so accurately is that it ensures any data enter or loaded from file will be checked as it arrives.

Keeping with the spreadsheet way of doing things, its also possible to enter a simple calculation into a cell, or provide an updated total for a particular column containing numeric values.

Search and sort

As you would expect, there are plenty of sorting and searching options to keep you busy once all the data has been entered. The sorting is comprehensive (allowing for sorts on categories, and also sorts within the categories), but the searching option lacks a few features: basically it's a 'find and replace' requester which would be more at home in a Word Processor.

It's not possible to include Boolean operators ("Find records with the name 'John' AND a bank balance in the red" is totally out for example), which is quite a limit, especially if you want to generate a print-out of specific records.

Getting general hardcopy is easy: you can have a report printed (the contents entire database in cell format) or a set of labels printed with many different options to suit your applications: everything from printing envelopes to listing your expenses for the Inland Revenue (shudder). However, as indicated with the Find option, selective printing isn't possible. It's all or nothing, unless you print the labels or report to a disk file and edit yourself.

The only way around this limitation is delve into the fully-functional *ARexx* port, in which case you could customise your database to your hearts content. *ARexx* is also used to provide a link between *Final Data* and *Final Writer*, as until *Final Writer 3* appears there is are direct data-swapping features. It is understandable that Softwood want to find a balance between an easy-to-use program, and a powerful system with it's own macro-language, but more *ARexx* examples would have been useful.

Conclusion

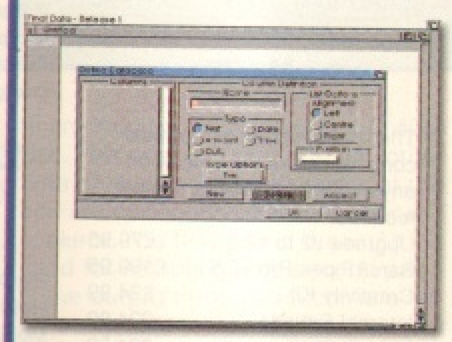
Final Data has several important features in it's favour. For a start it's very easy to use, thanks to the Final Writer interface which is clean and efficient, allowing multiple windows to be open at once. There are no floating toolbars, because there aren't that many options.

It also looks great and it's certainly not expensive. If you want to do something sad like cataloguing your CD collection, it's ideal. If you want to do something more useful, such as creating a list of members for your local club, again it's perfect. You'll be able to print out envelopes and form letters, although until *Final Writer 3* comes along, mail merging is tricky (but not impossible). I certainly plan on using *Final Data* to help with my tax returns, and to keep my general accounts up-to-date.

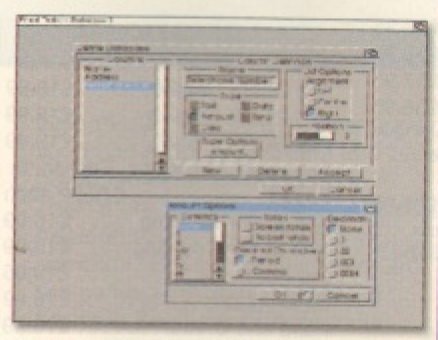
For larger projects, then I'm afraid this isn't quite the program for you. The spreadsheet approach and lack of advanced searching facilities will mean that unless you want to roll up your sleeves and get to know *ARexx* inside out, don't expect a fourth-generation relational database.

That said, the majority of Amiga users sitting at home wondering what practical use they can put their computers to, should rush out and get *Final Data* immediately. ■

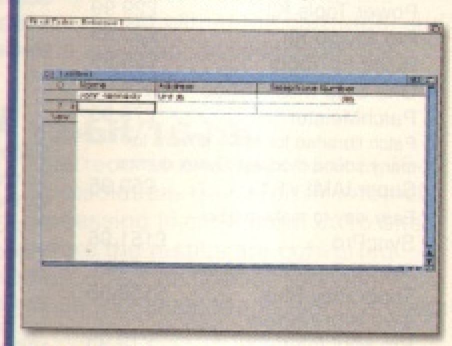
SIX STEPS TO CREATING A DATABASE



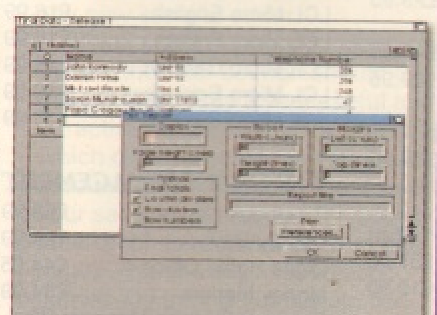
▲ Starting with a blank database, you will need to enter the names of the columns. This determines the information you will be entering.



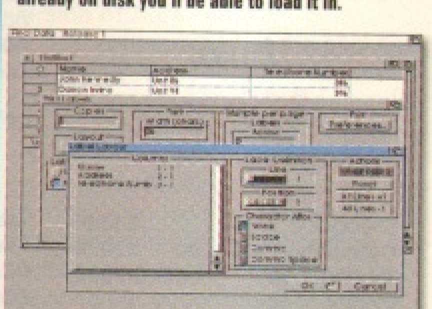
▲ You can give each column a category to make sure it only gets the information it requires. This reduces typing errors when entering data.



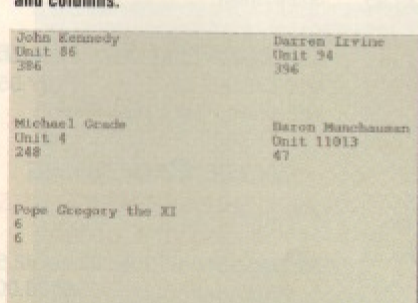
▲ The hard bit — entering all the data line by line. Final Data moves to the next box automatically which makes things easier, and if your data is already on disk you'll be able to load it in.



▲ Check your data by printing a report of the entire database. You can specify if you want totals displayed, or lines to separate the rows and columns.



▲ Now for printing labels. You can select only the fields (e.g. only name and address) you want, how many per page and where they are positioned.



▲ The finished sheet of labels. Think of the fun you could have printing individual labels for your newly sorted and classified CD collection ...

FINAL DATA

A500 | A500+ | A600 | A1200 | A1500 | A2000 | A3000 | A4000

system requirements: Kickstart 1.3 or higher, 512k RAM or higher.

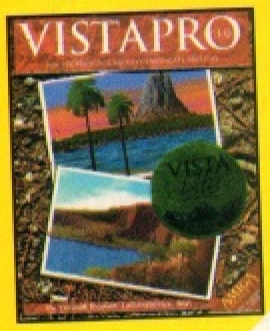
ease of use 93%
The familiar (to Final Writer users) and friendly.

performance 83%
Sorting is fast, printing options comprehensive. Lacks a few niceties although Arexx makes most things possible.

value for money 90%
Budget price, but not budget quality.

OVERALL
Put your Amiga to work for a change. **84%**

Emerald Creative Technology



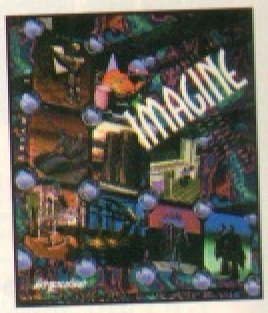
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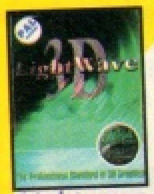
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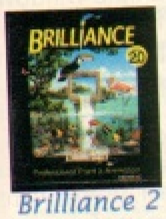
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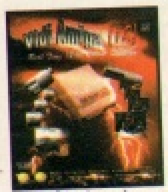
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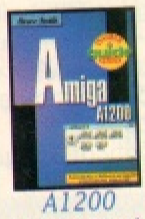
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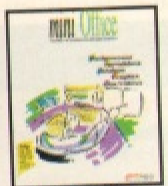
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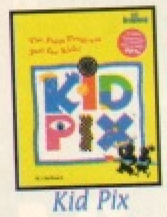
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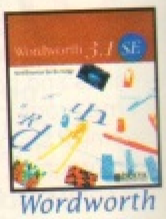
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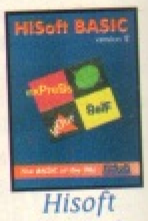
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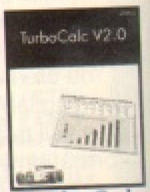
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Aura

■ Price: £99.99 ■ Developer: HiSoft ■ Supplier: HiSoft © 01525 718181

HiSoft's long-awaited 12-bit PCMCIA sampler has arrived. Tony Horgan gives it a workout.

In August 1994, we exclusively announced details an exciting new 16-bit sampler that was in development at Microdeal (now HiSoft). Six months later, subject to a few alterations from its original design, and downgraded from 16 bit to 12 bit, here it is: Aura.

Aura is a hardware and software combination. The hardware connects to any A600 or A1200 via the PCMCIA slot. This rules out use with any other type of Amiga. Along the back of the box are three sets of stereo phono sockets. The first pair is the input used for sampling. The second pair is the output through which Aura 12 bit samples are played. The third pair is an input designed to be connected to the Amiga's audio outputs. The Amiga's audio is mixed with the Aura sound within the cartridge, and both are channelled through the Aura outputs.



OCTAMED COMPATIBILITY

The original plan was for a simultaneous release of Aura and a new version *OctaMED* that would support the Aura hardware. Unfortunately, at the time of writing (1/12/94), this has not been possible. The idea is that this new *OctaMED* will offer the basic 4 channels of Amiga 8 bit samples, along with an extra Aura channel of 12 bit samples. So far the developers haven't managed to get the two working together with satisfactory sound quality, but progress is being made. Until this problem is solved, the Aura hardware is tied to its own supplied software. Hopefully, the problems will have been sorted out by the time you read this. Otherwise, we may have to wait for *OctaMED 6.0* due in the spring, which will also feature support the Toccata sampler.

12-bit/16-bit

Aura records and plays back at 12-bit resolution. However, all internal processing is carried out in 16-bits, before the results are converted back down to 12-bits. This might seem pointless, but in fact this leads to cleaner results than would be possible with 12-bit processing. Contrary to early reports, there will not be a 16 bit record and playback version of Aura.

The software half of the package has been programmed by Ferry Rawasi and Paul Barratt, the people responsible for the AMAS software, and retains much of the layout and working methods of that popular system. You can have up to eight samples in memory at once (memory permitting), and each of these can be 8 bit or 16 bit, either mono or stereo.

Editing options

The number of editing options is impressive. These are available from both menus and buttons, and include such handy tools as treble and bass boost, smooth and volume fade. Then there are the effects, which can be used to alter any sounds you've sampled. The available effects are the same as those listed in the Multiple Realtime Effects panel, page 100. All that's missing is a time-stretch feature, something that should really come as standard with any new sample editor.

If you want to impress your mates, the filter section should do the job. This uses a very useful and attractive 3D display of the sample, which clearly shows the various amounts of different frequencies in your sample on a simple frequency/time graph (see panel on opposite page). This is a big help when it comes to filtering out certain frequencies, as you can actually see which parts you want to keep, and which parts you want to lose.

THE BIG QUESTION

Will Aura give you an extra 12-bit sample channel to go with your *OctaMED*, *ProTracker*, or MIDI songs? As this issue of the magazine goes to the printers, there's no definite answer. Although HiSoft and RBF Software had hoped a compatible version of *OctaMED* would be released at the same time as Aura, so far this has not been possible (see *OctaMED* Compatibility panel). As things stand, you cannot effectively play 12-bit samples through the Aura hardware, whilst simultaneously playing 8-bit Amiga samples or MIDI music from your usual sequencer running on the same Amiga. The *OctaMED* compatibility looks like a realistic hope, although no links with other existing sequencers (such as *Bars and Pipes*, *Protracker* or *Music X*) have been announced.

Sound quality

The highest sample rates available to you will depend on the speed of your A600/A1200. On an A1200 you can record at 60KHz in 12 bit stereo, and up to around 30 KHz in 12-bit stereo when recording to a hard drive. This hard drive figure is rather approximate, and will vary a great deal depending on the speed of your drive, and whether you have any Fast RAM or accelerators fitted. These high rates and 12-bit bandwidth lead to excellent sound quality, which is most noticeable in the top end of the sound, a lot cleaner than you'd normally get from standard 8-bit samples. This is assuming you don't have problems with interference from an internal hard drive.

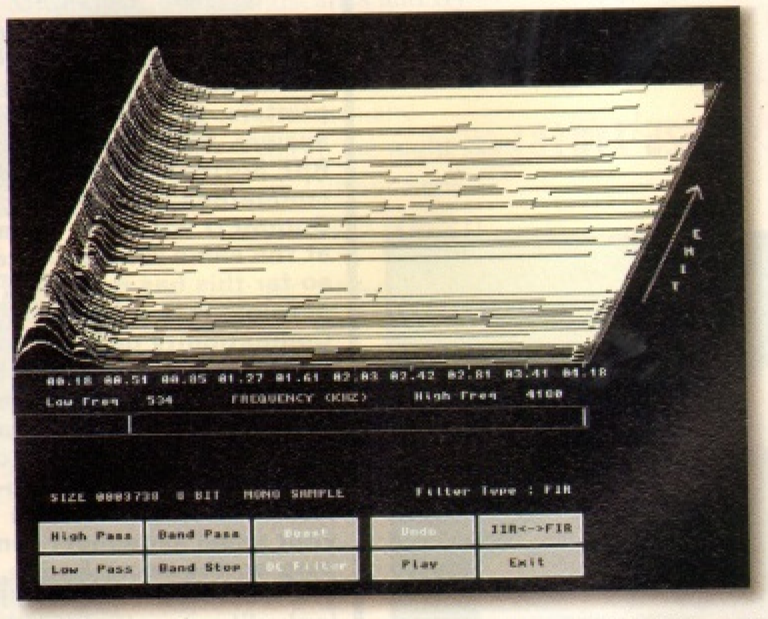
Recording

Yes, you can record direct to a hard drive. The cartridge uses the PCMCIA connector, so you can't use this feature with an Overdrive or SmartStor, both of which also connect via the

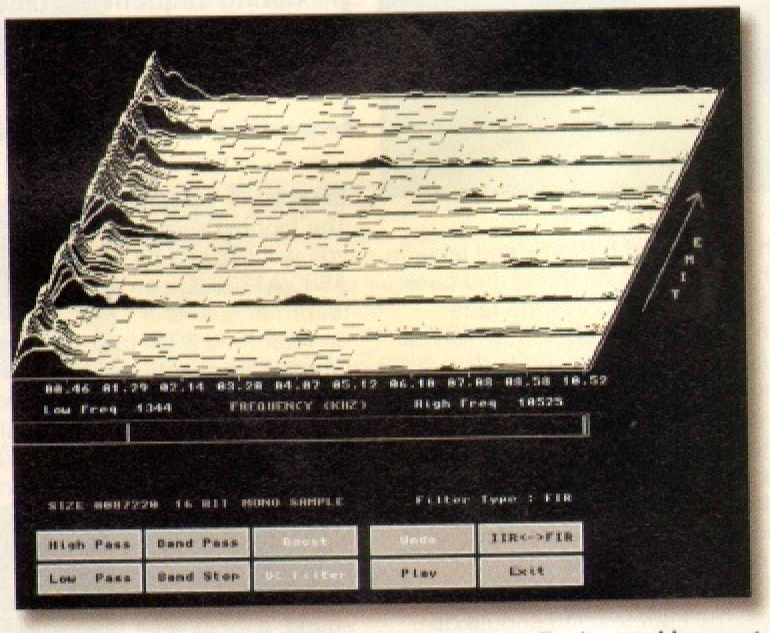


▲ The Aura software lets you view the sample wave in a number of ways. This is how a bass sound looks when using the Filled plot mode. There are a couple of other 2D modes, and the extra special 3D FFT mode.

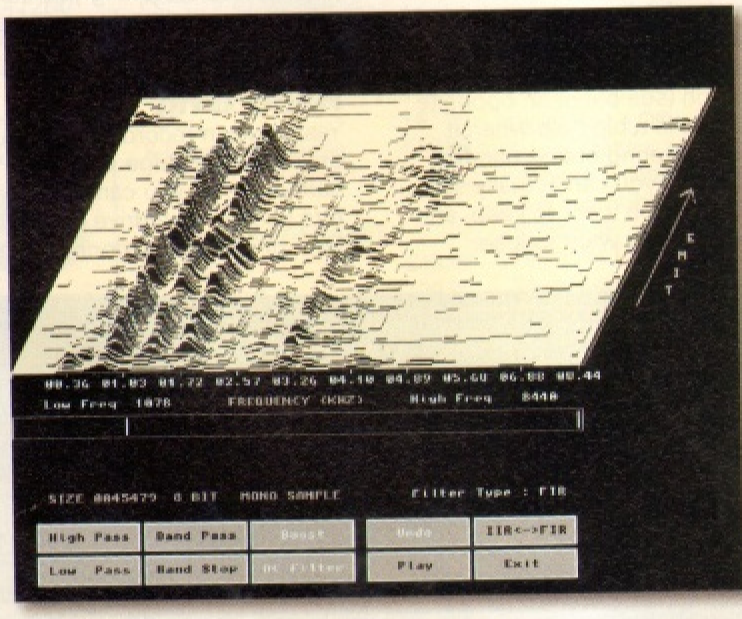
The FFT display gives you a 3D representation of your sample. Peaks in the Y axis represent high levels of amplitude or volume. The X axis of the graph represents the frequency spectrum, ranging from low frequencies on the left, to high frequencies on the right. The Z axis (the one that fades into the background) represents time. Here are three example samples displayed in the FFT section.



▲ This is your good old TR 909 bass drum. Notice that most of the activity is in the left side of the graph, as there's very little mid range or high frequency content.



▲ This one is a two-bar loop taken from Bjork's Big Time Sensuality. There's not much here except a bass drum beat and a simple high hat line. The high hats can be seen along the right hand edge of the graph.

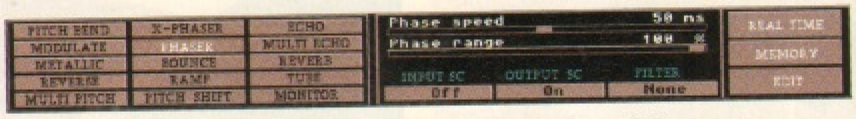


▲ Here we have a female vocal sample that says "House" with a little reverb on it, taken from Doctorin' the House. Notice that there's more mid-range activity in this one. If you look carefully at the top of the graph, you can just make out the small reverb tail at the end.

MULTIPLE REALTIME EFFECTS

One of the most useful aspects of the Aura software is the real time effects section. Real time effects are used to process sound coming through the sampler inputs. The processed version of the sound is immediately sent out through the outputs - hence the term "real time". The most common use of real time effects is for adding echoes and reverberation to instruments and voices, and for grunging up guitar sounds. The list of available effects is as follows: pitchbend, modulate, metallic, reverse, multi-pitch, X-phaser, phaser, bounce, ramp, pitch shift, echo, multi-echo, reverb and tube.

They're all quite clean sounding, with less background hiss than you'd get from an 8-bit system. The reverb is more convincing than those offered by most other Amiga samplers. The reverse effect is fun, as it flips small segments of a sound as they pass through, and the X-phaser is an interesting variation on the standard phaser sound. What's extra special about these effects is that you can use two of them together. For example, you could combine the phaser with bounce, and put your cymbals through the sampler. You'd then get the swirling overtones of the phaser, combined with the left to right stereo panning of the bounce effect.



▲ The many different real time effects are given even more flexibility by the variable parameters.

PCMCIA slot. However, you can sample to an internal IDE hard drive, or a SCSI hard drive. This worked fine in our tests, apart from one problem. The Seagate IDE hard drive in our A1200 caused notable interference. The only way around this was to physically disconnect the drive from the computer. Obviously you can't sample to a hard drive if it's not connected. Interference from the hard drive will also affect sampling into RAM. HiSoft say they have had no such problems. There's also a simple cue-list sequencer built into the Aura software, which allows you to string together a series of samples.

Possible uses

At the moment, you can't use Aura samples and run a MIDI sequencer, tracker or *OctaMED* simultaneously. Even so, there are quite a few possible uses for the system. Controlled from a separate MIDI sequencer, you could use it to turn your Amiga into a sampler module, as the Aura software can assign a number of samples to different MIDI notes. Only one sample can be played at a time. Alternatively you could use it to grab samples for loading into any other sample player that accepts 16-bit AIFF or RAW files.

Another option would be to use Aura to grab 12-bit samples, which could then be converted to 8-bit for later use with *OctaMED* or a tracker. The basic hard disk recording functions allow you to make digital copies of any music, which can then be edited as one big sample, with all the previously mentioned effects and filters.

Maybe it's just not possible. Maybe we'll never see an add-on sampler that can play back multi-pitched 16 or 12-bit samples in realtime, in conjunction with established Amiga sequencers and trackers. I could be wrong, but I think this is what the majority of Amiga musicians want in an add-on sampler.

The uses suggested above could be very handy in certain situations, but surely these are bonus features that should complement the main function of the sampler. If future updates of *OctaMED*, or any other Amiga sequencer for that matter, manage to integrate proper support the Aura hardware, its potential will be expanded enormously. Until that happens, Aura will never have its full potential tapped by most Amiga musicians.

It may seem unfair to criticise a product for lack of third-party support, but I think it's time that hardware and software manufacturers started communicating more. It can only be beneficial to all involved. ■

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system requirements: Any A600 or A1200. Hard drive and extra RAM recommended.

ease of use 80%
Good fast editing software with standard menus and big buttons.

performance 60%
High sample quality, but held back by lack of third party compatibility.

value for money 70%
Cheap for a 12 bit sampler, but very limited in its uses.

OVERALL
Potentially massive if it gets support from established sequencers.
78%

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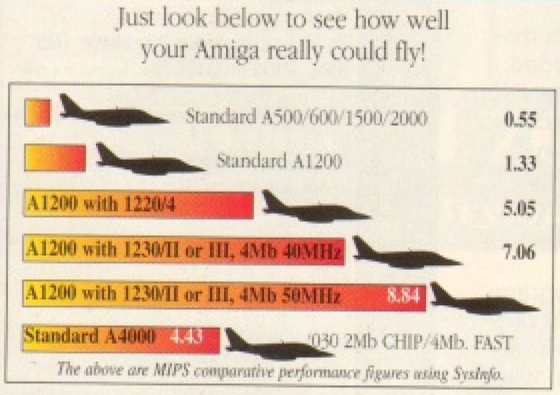
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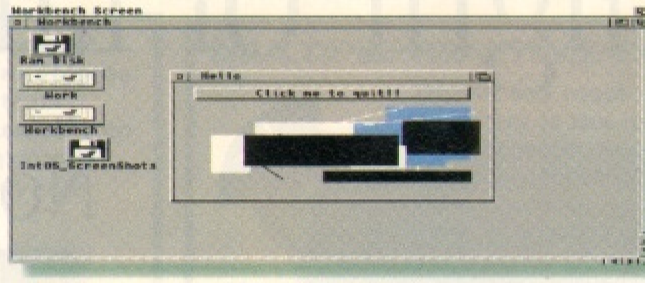
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IntOS



▲ It might not look like much, but for AMOS programmers, this is nothing short of a miracle!

■ Price: £29.95 +P&P■ Developer: OTM ■ Supplier: Emerald Creative ✆ 081 715 8866

This latest AMOS expansion gives AMOS Workbench style menus, requesters and more. Andy Leaning has a look.

AMOS caused a revolution in its time. It allowed inexperienced users to create complex programs that took advantage of the power hardware inside the Amiga, without requiring them to know much about programming. Sadly, however, AMOS has two big failings.

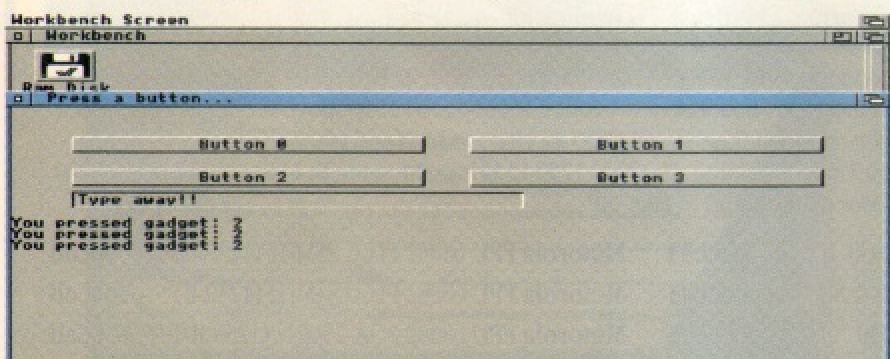
First it isn't exactly fast. AMOS programs were sluggish even in their day. Since then however other programming languages have been released, *Blitz,* for instance, that offer similar power plus massive speed improvements.

Secondly AMOS doesn't support the Intuition front end of the Amiga, so AMOS programs can't feature Workbench style Windows and requesters. Instead a programmer writing in AMOS has to create a front end, and this invariably means serious AMOS programs typically have simple, basic front ends, and all look the same. This far more so than the speed limitation was the principal reason AMOS has never been taken seriously by the majority of professional Amiga programmers. AMOS Pro went some way to change this, having Intuiton support, but it was too complex for most users to grasp.

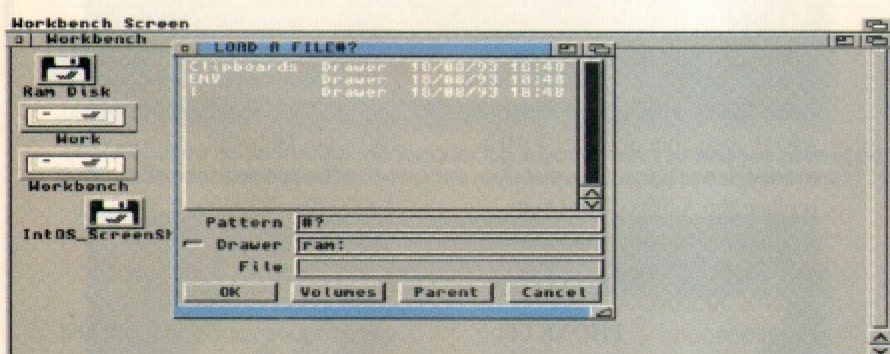
Buttons

Now however that could change. OTM Marketing have released an expansion for AMOS that lets AMOS programs move screens around, open and manipulate Workbench Windows, requesters, file requesters, menus, and buttons.

IntOS works with either AMOS or AMOS Professional, but sadly not with AMOS Junior, although a version for AMOS Junior is being looked into. The expansion itself comes on one disk, and is supplied with a manual fully detailing the available commands. It would have been nice to have some tutorial programs taking you through the new features, but only a very basic program to open a window, display some text and wait until a mouse button is supplied.



▲ This example isn't going to set the world alight, but at least it shows how simple it can be to create your own Workbench-style point and click interfaces.



▲ You can kiss goodbye to the ugly AMOS file requestors with Intos, and say hello to standard Workbench-style requestors, thanks to the access to all the standard Intuition features.

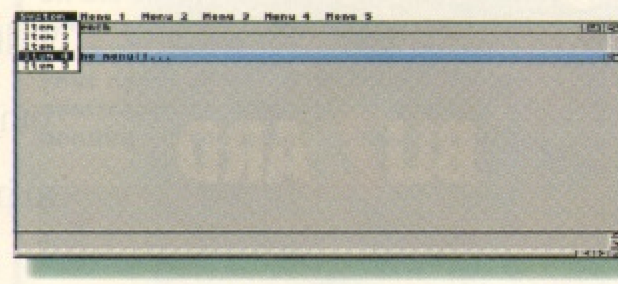
Along with these commands for creating Workbench based user interfaces there are also a number of commands to work with Windows. These allow you to draw, print text, and get input from a Window. *IntOS* also provides commands to resize windows, close them and of course move them. The best part is that the complex background work to take care of window movement etc is done by *IntOS*, you need only worry about setting it up, and very basic interaction. Wonderful!

An event!

You can however force your program to wait for an AmigaDos event (ie until the user clicks on a menu, window gadget, or presses a mouse button). Control only returns to the program when such an event has happened, and having done so a range of event-reporting commands are available to help you to find out exactly what happened. In this way you can write a program where you keep control of the user interface rather than passing control to *IntOS*.

Inexperienced programmers may not see why this would be needed, but when bugs crop up it will be a lot easier to find them if you have control over every stage of the program. There are also commands to integrate the display (get screen height, whether it's an NTSC screen, find the front screen etc).

With these commands programmers will be able to add pretty professional looking Workbench front ends to their programs, which will surely help increase the quality of PD utilities. Even programmers with little experience should be able to create sophisticated looking programs with *IntOS* _ I wish I'd had this a few years ago.



▲ Now your AMOS programs can feature proper menus, windows, icons and gadgets.

Perhaps the biggest problem with *IntOS* is not in the expansion itself but the manual. Whilst there is nothing directly wrong with the manual - it documents the various commands reasonably, it doesn't make any attempt at explaining how Intuition works. In fairness the expansion commands are easy enough not to need this, but some understanding of how Intuition operates would certainly help programmers create better programs, and make their software more efficient.

In short *IntOS* achieves what it sets out to be, an expansion for Amos that allows the creation of programs with Workbench style user interfaces and does so easily.

Commercial software

The obvious use of *IntOS* is for writing business and serious applications in AMOS, and this is certainly possible with AMOS and *IntOS*. In fact one European software house is about to launch such a program shortly.

In a fit of generosity OTM have said that anyone wishing to write AMOS programs that use the *IntOS* library can include this library without having to pay royalties. This is bound to result in a sudden flood of AMOS Workbench style programs. ■

INTOS

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

system requirements:
All Amigas: Kickstart 2 or above, 1Mb RAM, AMOS or AMOS Pro

ease of use 80%
If you can use AMOS you'll be able to create Workbench programs with IntOS.

performance 85%
Pretty good, obviously not as fast as genuine assembler or C programs, but it's still nippy.

value for money 88%
Very good value for money as it gives AMOS a whole new lease of life.

OVERALL
A dream to create Workbench programs with.
85%

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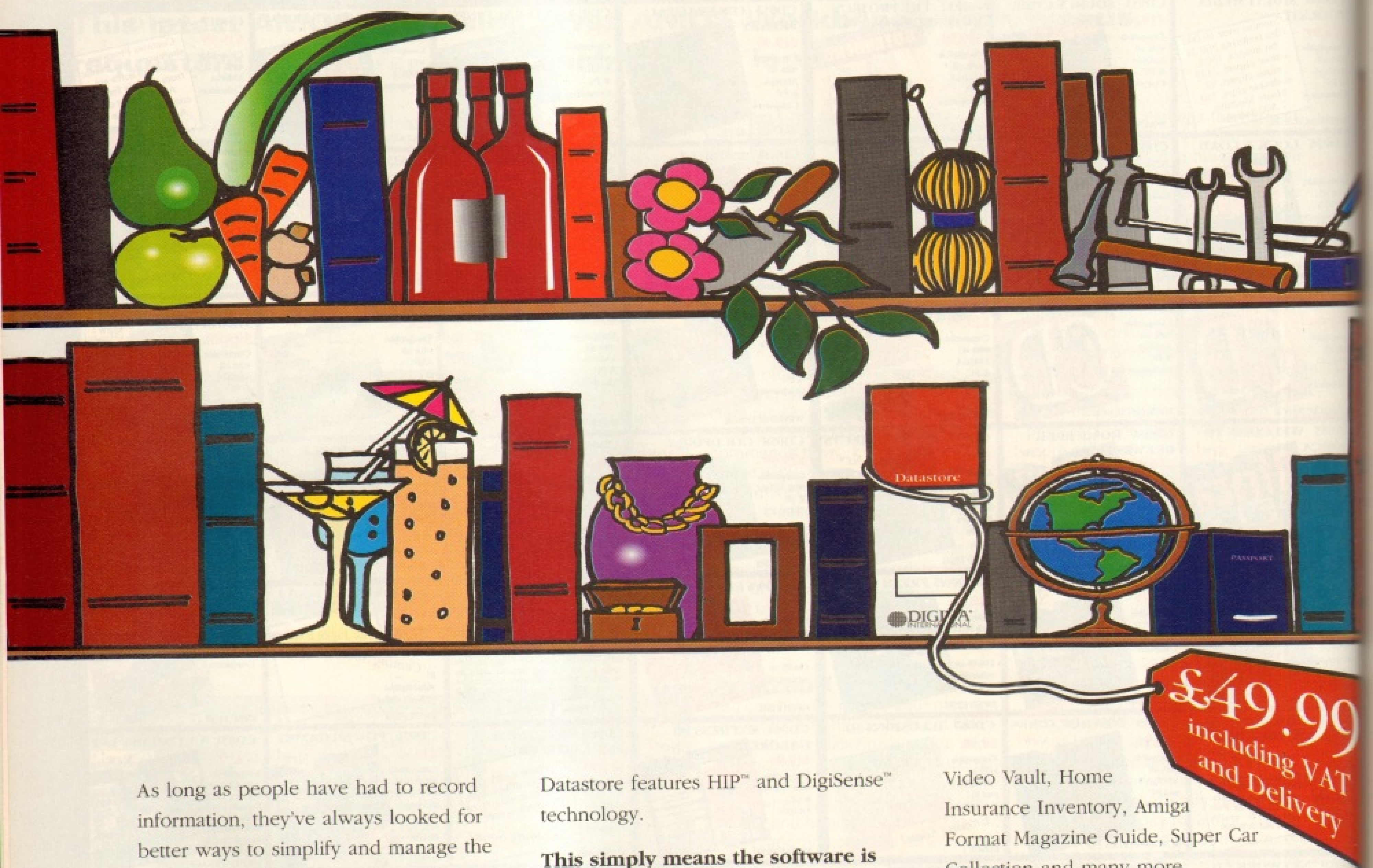
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Easy Ledgers 2

■ Price: £29.99 ■ Developer: Small Biz ■ Supplier: Wizard© 0322 272908

Could this be the complete high level accounts for your Amiga? Budding business tycoon André Digard checks it out.

Argh! Accounts? Can't you get someone else to do this review? Oh, ah. Yes sir Mr. Dykes, sir. Oh well, it was worth a try. Fade to wind swept desert scene. Cue voice over ... Accounts. The bane of every small business. There don't seem to be too many people who actually enjoy doing their accounts, but accounts are the make or break of every company. So, with that in mind, the best option seems to be keeping a tight control on the ledgers. That's where *Easy Ledgers 2* comes in.

It is quite easily the best accounts system to have appeared on the Amiga. That's not too much of a boast, mind you. The Amiga is hardly crawling with them. Even so, it manages to compare very well with the lower end PC accounts packages, such as the Sage *Moneywise* range.

Starting Up

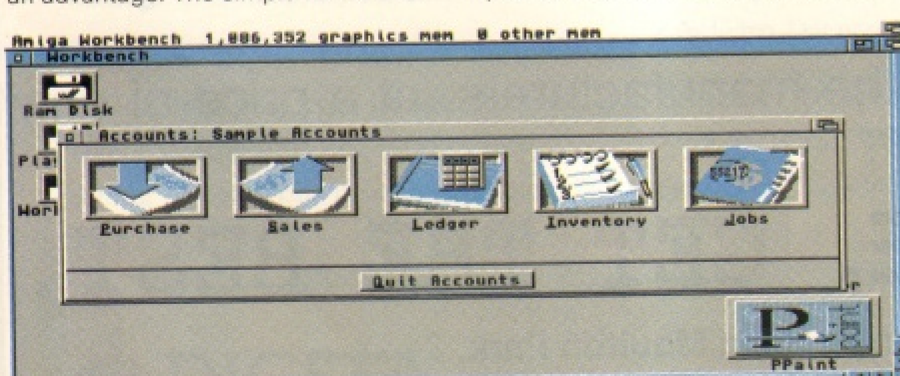
The program is both impressive and disappointing in equal parts on start-up. Initially *Easy Ledger 2* presents a series of big friendly icons for you to choose from, making the program very welcoming. These are soon replaced by some very serious looking buttons. These buttons are certainly comprehensive and useful, but they are a far cry from the friendly introduction. It's not a real problem though, the buttons become familiar after a little while and are all labelled clearly and concisely.

Once into the program, it immediately becomes obvious that there is a lot to learn. That's not a downfall, but an advantage. The simple fact is that easy to learn accounts packages are almost always a compromise. The simpler the package, the more likely it is that at some stage in the future you will have to upgrade to a more powerful package. Your company would need to be huge before you could even think of giving Easy Ledgers a hard time.

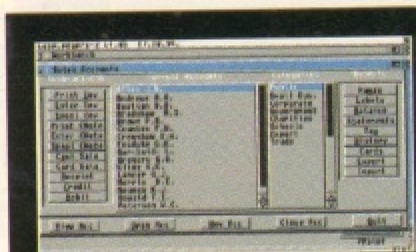
That's where its attraction lies. The fact is that, for an accounts package which can handle up to 64 'jobbing' employees (staff who go out to the customer for a charge), *Easy Ledgers* is excellent. Very few packages of its power and scope come even close to being this easy, but that's far from being its biggest selling point.

Easy Ledgers 2 is designed to handle a medium sized company with an absolute degree of control and minimal effort. Think of a feature that your company needs in an accounts package, and chances are it's here. From the simple and obvious things like a cash book up to the highly sophisticated reordering system for your stock. The level of detail available is quite amazing, and it keeps everything in a neat, orderly fashion which is easy to navigate.

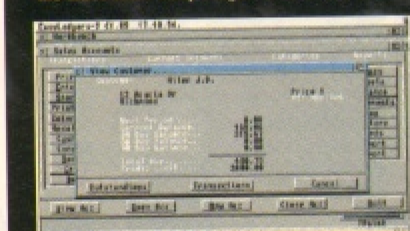
The ledgers themselves are everything you would expect from a good accounts package, keeping as much detail as any tax inspector could possibly want to see. They are just as they should be in an accounts package. The stock control system is all automated through the system. As soon as an invoice is created, the stock is marked down, the ledgers updated and, if necessary, a notice that you need to order some more is generated. Similarly, if the invoice is to a regular customer, any discounts which they normally receive are automatically brought up. *Easy Ledgers* also has a quotation system which works hand in hand with the invoicing system.



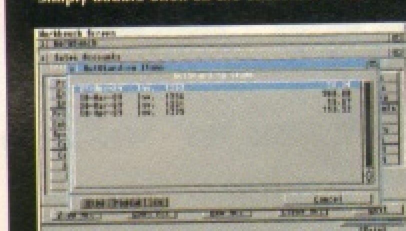
The ultra friendly opening screen. Big and easy.



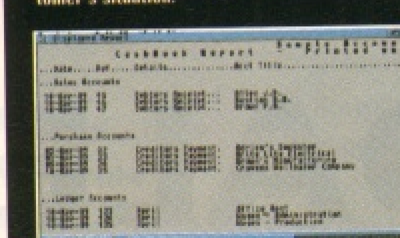
The Sales Accounts screen. The buttons down the sides make Easy Ledgers a breeze to use.



The information on a customer. To get this you simply double click on the customer's name...



... click on 'outstandings' to find out your customer's situation.



An example report from the cash book. Nothing could be easier.

VAT'S My Boy

Another major feature is that of calculating VAT. I have no idea whether it meets the approval of HM Customs, but judging by its output there should be no problems. Even if they don't approve, system will save you days of effort and calculations.

Then there are the reports. *Easy Ledgers* has the most comprehensive reports generator I have ever seen. There are no less than 28 different reports available. It will produce a report on anything, from a transaction log to a staff analysis, a product list to a mailing list. It seems extremely doubtful that anyone could want anything more.

The system is very comprehensive, enabling you to run anything from a one man band up to a fair sized factory. If you are in the running for a package of this type you should check it out immediately. Small Biz have also produced a demonstration disk which should prove extraordinarily useful.

Conclusion

If you know exactly where you stand with your Amiga, this is a great program. It can do everything anyone is likely to want from an accounts package. The program itself is apparently flawless. It's easy to use, highly informative and keeps your accounts under a very tight rein. If you intend running an accounts system on your Amiga, provided you can afford it, make this the one. ■

EASY LEDGERS 2

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: 2Mb RAM, hard drive and Workbench 2+

ease of use 90%
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performance 90%
The end results are superlative. This is how an accounts system should be written

value for money 80%
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CU AMIGA JANUARY ISSUE 1995

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Stocking Fillers



Yes you'd love an A4000 with bags of RAM and a whopping great hard drive, but you're unlikely to get one for Christmas. Instead Andy Leaning lightheartedly lists fifteen of the best Amiga products that you could treat yourself to.

Directory Opus

1 A must have for all Amiga owners and an ideal present. The best utility on the Amiga, it cuts out all the difficult SHELL and CLI commands, and makes disk and file handling simplicity itself.

It also allows you to view pictures and manipulate disks so simple you're wonder how you ever managed with out it.

Highly recommended.

Available from from Wizard Developments, tel: 0322 272908. Price: £29.99 (for on line help version only)

Blizzard 1230/II

2 For absolute power this is the thing to have. Simply plug it into your A1200, fasten your seat belt and experience the raw speed of this combined RAM and accelerator card.

Available in various configurations with differing amounts of RAM and accelerators the Blizzard 1230/II turned up the best performance in the CU AMIGA tests when we compared A1200 upgrades.

If anyone wants to send me a Christmas present....

Available from Gordon Harwood tel:01773 836781. Prices start at £229.



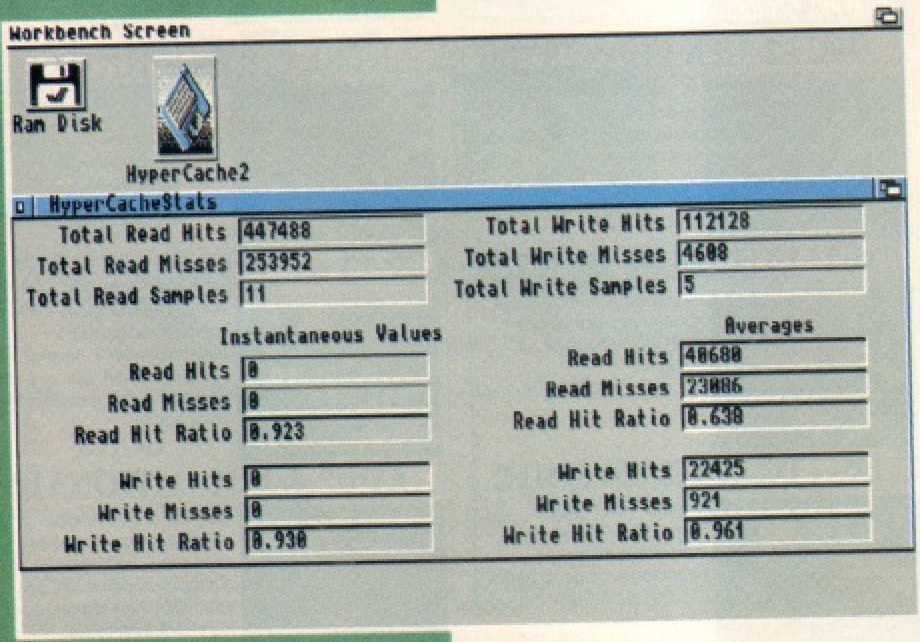
▲ What better Christmas present than the best word processor around – Final Writer.

HyperCache

3 If you've got a hard drive this is the essential utility, with this single utility you can revitalise your hard drive – making your Amiga faster and more pleasant to use.

Version one of this great program is on this months cover disk, version two which also improves saving and writing speed.

Available from Wizzard Developments, tel: 0322 272908. Price: £19.95.



▲ Go on treat yourself. Speed up your hard drive with Hpercache.

Final Writer

4 The best word processor on the Amiga. Does everything you could possibly want from a word processor, plus many features normally only found in desktop publishing programs and a few other things as well. For writing those after Christmas thank you letters it has to be FinalWriter.

Available from: SoftWood Direct, tel: 01773 521606. Price: £74.95

Brilliance

6 For painting and basic animation *Brilliance* is shear brilliance. Faster than *DPaint*, more features than *Personal Paint* and at a price that's hard to beat *Brilliance* gets the CU AMIGA team vote as the best paint package on the Amiga.

Available from: Emerald Creative, tel: 081-715 8866. Price:£45.95.

ProGrab 24RT

7 Ever fancied using TV pictures or clips from your own video in animations or pictures? Then check out ProGrab from Gordon Harwood, at £129 it will allow you to incorporate either a sequence or individual frames from any composite video source.

You'll need Workbench 2.04 and at least 2Mb of RAM but if you've got these then this £129 product is for you.

Available from Gordon Harwood, tel; 01773 836781 Price: £129.

Vista Lite

8 A wondrous program for all Amigas with 2Mb or more that allows you to spend hours creating glorious pictures of landscapes or stunning animations of ground hugging flight sequences!

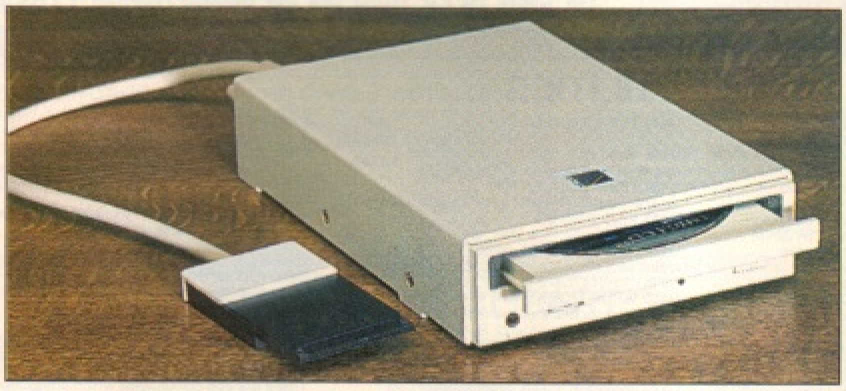
RAM UPGRADES

5 **Want to take advantage of our stunning coverdisks, or want to start using some of the great graphics programs available for your Amiga. Before you go any further you'll need more memory, otherwise known as RAM. Adding a RAM upgrade (2 or 4Mb) will allow you to do far more with your trusty Amiga. For the A500 and A600 check out upgrades from First Computer Centre on 0532 319444 prices start at £19.99. For the A1200 check out the Amitek Hawk RAM board, priced from £99 call Silica on 0181-309 1111.**



A1200 CD-ROM Drive

10 A great product: plays loads of CD32 games and also lets you load the masses of clipart, sound files and PD programs now on CD. Keep up with your PC owning mates and show them just what real games are about. The OverDrive is available from most hardware advertisers in CU AMIGA Magazine for around £200.



Available from Emerald Creative, 0181 715 8866. Price: £28.

A hard drive

9 For getting the best out of your Amiga a hard drive is an absolute must. Loading and saving is much quicker and the general operation of your favourite computer will seem much quicker to. And best yet, FlashTech are selling them at some really good prices.
Available from sources like Silica, Power, Gordon Harwood. Prices range from £240 for 210 Mb.

Disk drive

11 The Amitek floppy disk drive is a feature packed model for a very reasonable price. Adding an extra drive to your Amiga will make life much easier, reducing the number of disk exchanges needed. It's a low cost way to dramatically improve the enjoyment you get from your Amiga.
Available from Silica on 0181-309 1111. Price: £59.

Genlock

12 Get back some of the money you've spent this Christmas. Buy a genlock and make some money adding captions and effects to your friends' home videos.

This is remarkably easy to do with an Amiga and suitable genlock, we recommend the GVP G-Lock which can handle not just video but also sound.



▲ **Photogenics – set to be a stunning painting and image manipulation package. Just the job for Christmas cards.**

Available from: Silica, tel; 0181 309 1111. Price: £269.

PhotoGenics

13 Although not finished at the time of writing this is looking like being a really great painting and image manipulation package and worth having even if you're only remotely interested in graphics. Check out our exclusive preview last month for more details.
Available from Almathera,tel: 0181 687 0040. Price: TBA.

A PC

14 How to cheer yourself up. Simple, wake up on Christmas morning and try setting up a PC with a sound card and CD-ROM drive - mess around with DMA conflicts, IRQ settings, config.sys files and memory problems (even though you've got 6Mb) also remember all the money you spent on it.

When you've gone through all the manuals, and are banging your head against the wall go and play with your £300 Amiga – happiness is an Amiga! Whilst your friends are struggling to get their PCs working you'll be creating animations, sampling sound and playing *Mortal Kombat II*!

HOW TO STAY HAPPY

15 Pick up next months CU AMIGA MAGAZINE. £3.95 gets you everything you could want for your Amiga - masses of tutorials, reviews, previews, news, one of the best cover disks ever! It's the essential Amiga magazine and will be on sale 19th of January 1995. See you there and hope have a very, very happy Christmas.



ACTIVE SOFTWARE

Dept CU8, P.O. Box 151, Darlington, County Durham, DL3 8YT
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Catalogue disk contains our entire collection, hardware, F1 Licenceware and CDs!

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GREATEST AND VERY LATEST UTILITIES

U076 WB3 HD INSTALL DISK [WB3]
Prep, format and install WB to your Hard Drive.
U108 PC <> AMIGA v2.3
A set of tools for Amiga and PC owners. Copy,transfer, edit and back-up PC files.
U132 C64 EMULATOR v3 [2D]
The latest version of the C64 emulator.
U184 A600 HD INSTALL DISK
Install a hard disk on your A600.
U230 TOOLS DAEMON V2.1 [WB2+]
Adds tools to your Workbench Menu.
U239 RE-ORG v3.11 [WB2+]
Re-organise your disks/hard disk.
U251 PC-TASK v2.03 [W2+]
A demo of the excellent PC emulator. Load PC programs directly from the emulator.
U289 AGA SCREEN BLANKER v1.01
A screen blanker created for AGA machines.
U302 VIEWTEK v2.01 [WB2+]
Viewtek can show many picture formats including JPEG and the AGA screen modes.
U317 ACTION REPLAY PRO [AGA]
Action Replay for the A1200/A4000.Rip songs, grab pictures, load in cheat codes!
U318 VIDEOTRACKER DATA [4 Disks]
Loads of data files for use within Videotracker.
U319 SID PRO v2.01A [WB2+]
The greatest PD File Manager: Copy, move,delete, rename, uncrunch and crunch files.
U326 TEXT PLUS v5.01 [2MB] [WB2+]
Another PD Word Processor. This rivals Pro Text.
U336 EPOCH MASTER V [WB2+]
Address, telephone manager and to-do organiser.
U349 LIBRARIES + DATATYPES
Do you ever need a library? Here's a collection!
U352 MAGIC WB v1.2P [WB2+]
The lastest version of the 8-colour icon replacer.
U354 RADBENCH v1.7 [1.5MB]
Run Workbench from RAD. So fast!!
U355 STEREOSCOPE v2.4A [WB2+]
Stereoscope is a RDS generator. Create the 3D hidden pictures as seen in stores such as 'Athena'.
U357 CD32>CDROM GAMES
Make the games on magazine CDs work on CDTV/A570 and other Amiga CD devices.
U359 TELETEXT v1.20 [WB2+]
Create a teletext receiver with your Amiga. Including diagrams for hardware construction.
U363 XPK PACKAGE v2.5 [WB2+]
Expand your Hard Drive capacity with this program.
U370 ASSIGNS MANAGER [WB2+]
Makes assigning easy with a graphic interface.
U371 PC RESTORE v2.50 [WB2+]
Restore PC back-up files onto your Amiga. An additional tool for all PC and Amiga owners.
U376 POWERCACHE v37.115 [WB2+]
Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040 CPUs.
U379 DESKTOP MAGIC v2.0 [WB2+]
This program allows you to assign sounds to Workbench functions like mouse clicking etc. It is also an excellent screen blanker.
U397 SECURITY v3.71e [WB2+]
Prevent unauthorised access to your Amiga and its drives. Ideal for modem users!
U401 SPECTRUM EMULATOR v2
Play Spectrum games on your Amiga. There are versions for the 00 and 020 processors.
U402 HD CLICK v2.7 [WB2+]
Access programs with an easy to use menu. Ideal for all hard disk users.
U403 DISK MAG CREATOR v1.21
Create you own disk magazine! Creates an interface similar to mags such as Grapevine!
U405 M.U.I. v2.2 [WB2+]
Magic User Interface: Create G.U.I.s.Improve your Workbench even further.
U408 DISK SALV v2.31
This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
U411 SUPERDARK v2.1A [WB2+]
Superdark is a powerful screen blanker.
U414 DISK MANAGER v4 [WB2+]
Catalogue the contents of your disks. Then you are able to list them for your friends.
U415 GAME WARPER v1 [020 Processor +]
Game Warper contains many ready-to-go game cheats as well as a Action Replay cheat input ability.
U416 AMIGA DOS GUIDE v1
Learn how to use your Amiga and DOS.
U418 VIRUS CHECKER v6.44
Latest version of the populer virus checker.
U420 ACCOUNTS MASTER v3C [WB2+]
Keep track and control of your finances.
U421 PAINT IT! Version 2 [WB2+]
Another great kids paint program.
U422 SPECTRUM EMULATOR [AGA]
An AGA Spectrum emulator. Very fast!
U423 PROGRAM LOADER
Access your utilities, games etc from your hard-drive. Similar to HD Click in action.
U425 VARKS CLI TOOLS v6
Another superb collection of CLI utilties.
U432 VIRTUAL WORLDS [WB2+]
WOW. This is a 3D isometric atmosphere which allows you to move around 3D objetc. Get this!
U433 FINAL WRAPPER + MACROS
Loads of macros for text effects in Final Writer!
U434 EDWORD PRO v5 [WB2+]
Edword Pro is the most comprehensive and easy to use word processor on the PD market. Get this!
U435 MOVIEGUIDE v2.04 [WB2+] [2 Disks]
This contains loads of catalogued movies.
U436 TERM v4.1 [WB2+] [3 Disks]
Very latest version of the most powerful Modem program available. If you've got a modem - get this!
U437 TERM v4.1 030 [WB2+] [3 Disks]
The 030 processor version of TERM v4.1.
U438 256 COLOUR ICONS [AGA]
This is like having Bodyshop as icons.
U439 AUTO STEREOGRAM v2D [WB2+]
Latest version of the hidden picture producer.
U440 SNOOPDOS v3 [WB2+]
Use Snoopdos to monitor program activity.
U442 IMAGE STUDIO v1.01 [WB2+]
Edit and convert Amiga IFF images.This is the program everyone is raving about!
U444 TEE TO GREEN v1.1
Tee to green is an excellent golf statistics program.
U445 VMM v2.1 [WB2+] [030/040/MMU]
Use your hard drive as virtual memory.
U446 TERM v4.1A PATCH
Update your TERM v4.1 to v4.1a with this patch.
U447 KIDS DISK 6
Latest disk in the Kids Disk range.
U448 DMS PRO v2.04 [WB2+]
Latest version of the disk cruncher. Crunch whole disks into files. Save storage space.
U450 VIRUS WORKSHOP v4.2 [WB2+]
Virus Workshop is the best and most powerful virus killer/checker around. Essential purchase.
U451 MENY MENU SYSTEM
Written by Nico Francosis this is similar to Menu Master III but much better. Excellent menu system.
U452 EAGLEPLAYER v1.53 [WB2+] [2D]
Play a myriad of different modules with this player.
U453 MAIN ACTOR v1.53 [WB2+]
An excellent module animation player. Buy it.
U454 VIDEOTRACKER 2 AGA
The AGA un-registered version of the demomaker.
U455 VIDEOTRACKER 2 OS VERSION
The version CU Amiga forgot! For non-AGA Amigas.
U456 GBLANKER v3.5 020 VERSION
Excellent modulated screen blanker. Comes with many modules including the popular Puzzle.
U457 GBLANKER v3.5 [WB2+]
Version for all Amigas with 00 processors.
U458 CROSS MAC v1 [WB2+]
A demo of the program that allows you to read high density Apple Mac disks on HD Amiga drives.
U459 AF COPY v4 [WB2+]
One of the best file managers around. Latest version.
U460 PAGESTREAM v3C PATCH [2 D]
Pagestream v3.0 was very unfinished. This is the very latest update patch. Buy this right now!!
U464 VIDEO TEST SYSTEM [2 Disks]
A program to test the video signals on a VCR.
U465 PAY ADVICE ANALYSER v4.2
Keep records of your wages, tax deductions etc.
U466 PRO TITLER
A shareware titling program.
U467 T. U.D. E. v1.0D
The Ultimate Degrader and Enchancer can be used to degrade A1200s and upgrade a A500.
U468 EXOTIC RIPPER v2.25
Got to be the best music/sound ripper around.
U469 FILTHY LUCRE v1.32
From the guy who wrote Epoch Master here is a superb accounts program for small business.
U470 ART OF NOISE v1
This is a decent multtasking seqeuncer which has similarities to the famous Octamed.
U471 P.F.S. v9.5 [WB2+]
PFS replaces your dos drivers and speeds up all disks access with your floppy drives.
U472 ALL NEW AGA ICONS
These are 256 colour icons which are excellent on an AGA machine. Loads here.
U473 AMIGA NCP v1.7 [WB2+]
Do you have a Psion 3a handheld computer? If you do then you can connect it to your Amiga!
U474 APLAYER v1.0 [WB2+]
APlayer is a decent module player which even allows you to play and save the samples.
U475 RELOKICK v1.4A FINAL
Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
U476 CHEATS v1
A collection of cheats for Amiga games.
U478 CHEATLISTER v3.06 [2 Disks]
Cheatlister is a two-disk extravaganza containing loads and loads of old and new cheats for games.
U479 MORE 256 COLOUR ICONS
Even more AGA icons for your machine.
U480 MATHS ATTACK
A mix between a game and a maths program!
U481 LOTTERY WINNER [AGA ONLY]
Just relesed this November, this program is your ticket (sorry about the pun!) to win the Lottery. The program allows you to input all the winning numbers each month, to see if there is a corellation and compiles statistics/predicts numbers! Get this!

Greatest and Latest Demos

D055 SPACEBALLS "STATE OF THE ART"
an absolute classic demo. Superb stuff!
D067 A1200 "POINT OF SALE" AGA
used in France to promote the A1200
D088 MADONNA "SEX" DIGIPICS [3 DISKS]
Madonna in all her black and white glory!
D095 SPACEBALLS "9 FINGERS" [2 DISKS]
another classic. Improved "State of the Art"?
D099 COMPLEX "ORIGIN" AGA [2 DISKS]
excellent AGA demo from Complex
D100 VIRTUAL DREAMS "FULL MOON" AGA
D102 XANADU "EXPLICIT 2" AGA
D104 REDNEX "EMPTY HEAD" AGA
D112 AXIS "BIG TIME SENSUAL.." AGA [2D]
must be in the all time wanted list!
D113 KEFRENS "INTERCHANGE" AGA
D115 MYSTIC "VITAL" AGA
D122 COMPLEX "REAL" AGA
the best AGA demo from Complex
D125 RAM JAM "TASTE THE..." AGA [2D]
D127 OXYGENE "CUZCO"
a very good non-AGA demo, for once!
D128 MINA OMISTAN AGA
a "video" type demo. Worth seeing
D130 FAILIGHT "LOVE" AGA [2 DISKS]
another popular demo by Virtual Dreams
D132 ABSOLUTE "CREAM" AGA
D133 STELLAR "MINDFLOW" AGA
number one at the Assembly '94!
D135 POLKA BROS. "ARIEL ULTRA" AGA
D136 POLKA BROS. "GEVALIA" [1MB]
a superb non-AGA demo. Get this!
D138 NGC "ARTIFICIAL PARADISE" AGA [2 DISKS]
D140 RECALL "RAVE NATION" [2 DISKS]
D142 RAGE "MAXIMUM OVERDRIVE II" AGA [3D]
wow! This is great and lasts for ages
D145 CCCP "RAVE"
poor start but gets going - a rave type demo
D147 V. D. "BREATH TAKER" [5 DISKS] [4MB]
this is an imagine object type demo
D148 URBAN "SOME JUSTICE '94" AGA
this has a superb soundtrack. Must be heard!
D149 MYSTIC "ILEX" AGA
D151 DIGITAL "SEVENTH HEAVEN" AGA
D153 COMPLEX "SEDUCTION" [2 DISKS]
back with a decent music disk this time!
D154 SPACEBALLS "THE SUPERANAO TAPES"
D155 MYSTIC "DIRT" AGA
D156 BETON DESIGN "RUMBLE BUBBLE" AGA
this is very good despite what CU Amiga gave it!
D158 REBELS "SWITCHBACK" AGA [2 DISKS]
one of the best AGA demos this month
D159 242 "THE TRACKERS"
D160 OZONE "THE SWAMP THING"
D161 HAUROBB "JAMMIN"
D163 PRODIGY "NO GOOD"
D164 TRSI "ARTIFICE" AGA [2 DISKS]
a reasonable AGA demo from the demo "gods"
D165 INFECT "DO YOU BELIEVE?" AGA [2 DISKS]
an excellent AGA demo, checkout the landscapes!

Games

GM11 MEGABALL AGA
bat and ball game - like Arkanoid
GM22 MISSILES OVER XERION [2 DISKS]
excellent defender type game
GM27 MR. MEN OLYMPICS [2 DISKS]
GM41 TETRIS DUAL [AGA]
GM45 ROAD TO HELL [1.5MB]
superb car racing game
GM46 TANKS 'N' STUFF
addictive 1-4 player tank game
GM52 OVERLANDER
GM55 BACMAN [AGA]
GM57 F1 MANAGER
GM60 BAZZA AND RUNT AGA
wow! This platform game is a must!
GM63 U-CHESS v2.89 [AGA] [4MB]
an excellent AGA chess game
GM65 THE SHEPHERD
one of the best PD games - like Populous
GM67 BLACK DAWN II
GM68 GLOBAL THERMO NUCLEAR WAR
GM70 ABASSADOR FRUIT MACHINE
GM71 MADFIGHTERS II AGA [3 DISKS]
GM73 KNIGHTS v2.5
a sabre-wolf type game. Superb!
GM75 CYBER CORPORATION [2 DISKS]
wow! Alien Breed type game - superb GFX!
GM76 SCRABBLE
GM78 STARWOIDS [1MB] [2 DISKS]
thrust and oids mixed - very addictive game
GM80 XENOSTAR [1MB]
GM82 NANOFLY V1.05
GM83 ZOMBI APOCALYPSE II
GM88 MONOPOLY v1
GM89 3D TITANIC ADVENTURE
GM91 CHESS GAME AND TUTOR
GM92 ROCKETZ AGA
get this now! This is a superb 2 player game
GM93 KLONDIKE III AGA [4 DISKS] [4 MB] [HD]
GM96 GREEN FIVE
a Flashback clone with decent graphics
GM97 TOP HAT WILLY
an Amiga "Jet Set Willy" rip-off. Addictive!
GM98 XENOMORPHS
GM99 SANTA AND RUDOLF DO XMAS
GM100 HELICOPTER MSSION
ok, so it's in German, but this is worth playing!!
GM101 CHAMPIONSHIP WRESTLING [2 DISKS]
GM102 SOLO ASSAULT
a decent game similar to "Wing Commander"
GM103 SUPER BATTLE ZONE
GM104 ART OF BREAKING HEADS [6 DISKS]
excellent! A PD version of Streetfigher. Get this!
GM105 DYNAMITE WARRIORS 2
GM106 DELUXE GALAGA v2.4
latest version of the brilliant shoot-em-up
GM107 AUTOMOBILES v1.11
latest version of the "Skidmarks"-type game!
GM108 TMA
linear, puzzle cum shoot-em-up

KLONDIKE III AGA

Klondike III is the latest version of this very popular 256 colour card game for all AGA Amiga users. Construct your own cards or buy some of the following:

Anims Cards
Art Cards
Cindy Crawford Cards
Betty Page Cards
Hajime Cards
Star Trek Cards
Sandman Cards
Marilyn Monroe Cards
Ellie McPherson Cards
Star Wars Cards
Return of the Jedi Cards
Empire Strikes Back Cards
Swimsuit Cards
X-Men Cards
Faces Cards
Prehelion Cards

All Card Disks 99p Each!

Klondike III £3.96 (AGA) (HD) (4 Disks)

BODYSHOP 8 AGA



Now up to volume 8 the Bodyshop is a collection of the very best Girls in full AGA glory.

Get this now!

for AGA Amigas **only £2.97**

RELICS OF DELDRONEYE

This has to be the PD/Licenceware game of the year. Very similar to "Simon the Sorceror" in playability and looks, your objective is to guide a wizard throughout the graphical adventure.

This game has great 64 colour graphics, loads of puzzles and 100 locations.

"Top Stuff! Buy It!"
The One gave it 91%

(4 Disks) (2MB)

f1 Licenceware **only £6.99**

ERIK

Loads of levels, secret rooms, great graphics all provide a superb commercial quality game. One decent platform game!

Erik boasts great graphics and the sort of gameplay sadly lacking in many commercial releases...look forward to screen after screen of level hopping and baddy-blasting.
Amiga Format, November 1994

f1 Licenceware **only £3.99**

BITS 'N' BOBS

GRAPEVINE 20 NOW OUT (2 Disks)
Bodyshop 6A AGA (2D)
Bodyshop 7 AGA (2D)
Cindy Crawford "The Works" AGA (3D)
Elle McPherson "The Works" AGA (3D)
Girls, Girls, Girls AGA (3D)
Claudia Schiffer "The Works" AGA (3D)
Beach Babes AGA vol. 1
Beach Babes AGA vol. 2
Beach Babes AGA vol. 3
Beach Babes AGA vol. 4
Beach Babes AGA vol. 5
Lingerie Babes AGA vol. 1
Lingerie Babes AGA vol. 2
Lingerie Babes AGA vol. 3
Lingerie Babes AGA vol. 4
Lingerie Babes AGA vol. 5
Lucifer's Book of Shades (2 Disks)

PROFESSIONAL DISK PACK COLLECTION

GET STARTED!

Loads off stuff here to get the beginner or new PD buyer off the ground with his of her Amiga. Learning tools, basic and essential utilities, also some popular programs.



Word Processor
File Manager
Picture Viewer
Basic Tools
Amiga Guide
D.O.S. Guide
and others!

4 Disks WB2+

CATALOGUERS + MENUS

This pack contains a collection of cataloguing utilities and menu systems which will be extremely useful for those users looking to construct their own disk packs, want a HD menu or are thinking of writing a disk mag and want an interface.

Button Menu
HD Click
Lister
Menu Master
Meny Menu System
B Menu
and many other programs

2 Disks WB2+

PRINTER TOOLS

Fed up with your printer? Having trouble with drivers, printouts and the speed of the printout? If so, then this pack could be for you. Loads of tools and utilities for every printer user.

Spoolers
100s of Printer Drivers
Print Managers
Label and Address Printers
much more!

3 Disks WB2+

DISK UTILITIES V2

This is an essential pack for all Amiga owners, Disk copiers, repairers, crunchers, organisers, file management and more.

Here are some of the tools in the pack:

Disk Salv v2.28
Re-Org v2.3
Super Duper v3.1
Filemaster II
Disk Mate v4
Fix Disk v1.2
PP MiniCrunch v1.2
No Errors v1.3
and many others!

2 Disks WB2+

MOST USEFUL UTILITIES V2

This pack contains utilities to improve your workbench in terms of speed, usability and looks. Do you want your Workbench to look like the pictures in Amiga magazines? Well, now you can! Contains:

Tools Daemon v2.1
Magic Workbench Icons
GBlanker v3.30 Screen Blanker
Magic Menu v1.9
ARQ
Magic File Requester
and many others!

2 Disks WB2+

HARD DRIVE TOOLS v2

A three disk collection containing the very best hard disk tools. We have scoured our library, other hard disk compilations and the Aminet to bring you clickable menus, backup programs, file managers, disk lockers, installers and much much more. An essential purchase for all hard disk users.

HD Click v2.60
ABackup v4.06
Superlock
HD Installer v1.04
AF Copy v3.53
MR Backup Pro
HD Mem v1.04
ARestaure v2.03
and many others!

3 Disks WB2+

COMMS CONNECTED

Have you bought a modem lately? Are you looking for some decent comms software? Well, this pack contains some of the best software available. Also includes comms info.

N-Comm v3
Terminus v2.0C
Term v4.1
Mosaic v2.1
Phonebill
Q-Blue
Trapdoor v1.84
Guide to Comms
Guide to the Internet
and more

8 Disks WB2+

PROGRAM CREATING *volume 1*

Do you (or want to) design, make and compile your own file collections, PD packs etc? This pack is ideal for those users as well as PD library owners. The easy way to compile disks, properly!

Commodore's Installer
– *docs*
– *examples on its use*
– *install scripts*
How to write Amiga Guides
Loads of Essential Tools
Basic Disk Structure
PPGurda etc
Loads of Tips
and more!

2 Disks WB2+

COPIERS UNLIMITED

A collection of the finest PD disk copiers for the Amiga. All the best are here, including:

Superduper v3.1
SAFE II
D Copy v3.1
Tetra Copy
MCopy v1.4
and others!

2 Disks WB2+

CRUNCH MANIA

When compiling disks one important tool is the file cruncher, in order to improve disk space. This disk has them all: Crunch files, floppy disks and even expand your hard disk!!

DMS Pro v2.02
LHA Tools
PP Minicrunch v1.2
EPU HD Stakker v1.4
PackIt v1.18
and others!

cRUNCh

2 Disks WB2+

VIRUS EXTERMINATORS v4

We should always be on our guard for new or old computer viruses. This pack contains the very latest in virus killers. They will hide in the background or stay resident in the foreground, checking your memory and disks when inserted. A must!

Virus Checker v6.47
Boot X v5.23B
with latest v2.18 Brain File
Virus Workshop v4.20
Virus Z II v1.11

2 Disks WB2+

ENGINEER'S TOOLKIT

A collection of diagnostics utilities which will examine and test your Amiga and its ports. Very comprehensive fault testers.

Also in this collection are tools to repair certain faults.

An all in one Repair Toolbox!

2 Disks WB2+

GAMES

MEGABALL Breakout - very addictive
STAR TREK 1 (2 disks) Space not A1200
CARD GAMES Harp, Plait, Queens etc
BATTLEFORCE Fantasy roll playing
DRAGON CAVE Dungeon Master type
STAR TREK 2 (3 disks) Not A1200
FRUIT MACHINE *Excellent
TREASURE HUNT (6-8 yrs)
CHEAT LIST GAMES V1.0
PICK UP A PUZZLE * (2 disks) Jigsaws
BALLOONACY * Bomb the skyscrapers
BLACK JACK Card game
STAR TREK NEXT GENERATION (Not 1200)
HACK Text adv
DRAGON TILES Great tiles game
BOARD GAMES
ATIK ATAK C64 game
RAMIFY Pairing
CARD SHARP 5 card games
TOTAL WAR Risk type
SKYFLYER WWII S.E.U.
PUZZLES Q'bert brill!
SQUATS REVENGE Wolf clone
GAMES COMPILATION 1, 6 games
ATLANTIS 1 Strategy
NAPOLEONIC WAR SIMULATION Strategy
SNAKES & LADDERS Good
GAMES GALORE VOL 7 For the Young
AIR WARRIOR Flight simulation
QUICK & SILVER Platform Excellent
ETHOS Text adv + pics
BATTLE CARS 3D cars S.E.U.
CHALLENGER Quiz - 5 player
KINGDOM AT WAR War games
SMASH TV RIPOFF S.E.U. Futuristic
DOODY Mario type platform
PICK OUT Pair it V. good
NU-SHOOT EM UP space
STRIKE BALL Baseball Brill
CRAZY SUE Platform 1st rate
HENRY IN PANIC Manic miner type
CONCENTRATION V3.3 Pair it type
DESTINATION MOONBASE Thrust
ESCAPE FROM JOVI III Caves
NO MANS LAND War S.E.U.
DOMINOES V.Good
MIDNIGHT THIEF GAME adv
GRUB GRABBER II Help Elvin! Avoid Gremlin

- G205 SWORD OF WORLOCK 3 disk adv
- G206 A NIGHT AT THE TOP Terrorist adv
- G208 QUADRIX Puzz. Excellent
- G209 YUM YUM * Pacman
- G210 REVENGE MUTANT CAMELS S.E.U.
- G211 BATTLEMENTS Hunchback platform
- G212 LEMMINGOIDS Blast them!
- G218 KARATE WORM Platform-cute
- G219 SNAKE IN THE GRASS Platform-neat
- G221 WIZARDS DOMAIN Graphic adv
- G222 PIXIE KINGDOM (2 disks)
- G223 ARCADIA Breakout - very popular
- G224 PORK A PORK Stop the foxes
- G225 MR BRICK - Mario type
- G226 RAID III S.E.U. - Wicked
- G227 SERENE III
- G228 WOTSITSNAME Quiz
- G229 TETREN - Tetris
- G230 NUMPTY & THE ALIEN INVADERS
- G233 OMEGA RACE S.E.U. Great
- G234 MENTAL IMAGES DISK 2, 3 games
- G262 MR & MRS Young platform - very good
- G263 TANX Great 98%
- G264 DEFENDA Arcade 95% Brilliant conve rsion
- G265 GRAND PRIX SIMULATOR Mega
- G266 NUMBER FUMBLER Number puzzle
- G267 LEMMINGOIDS Blast away
- G268 GROWTH
- G270 PROJECT 1
- G271 LAZER ZONE
- G272 LEMMINGS PACK
- G273 THE MAZE GAME
- G275 APIDYA
- G276 SHOOT OUT
- G277 SUPER SKODA CHALLENGE
- G278 COMPUTER CONFLICT 2
- G279 ANTEP & SLOT CARS GAME RPG
- G280 TRICKY & THE TURN GAME
- G283 CARD GAMES 2
- G285 MIND GAMES 21
- G286 HYPER TEXT CHEATS
- G287 TECHNOBAN Puzzle game
- G289 THE BEAST Mission to kill
- G290 NADILOT RUN Cat & dog chase
- G291 OUCH Clobber those moles
- G292 ABSOLUTE ADV VOL ONE
- G293 CHAOS STRIKES BACK Maps etc.
- G294 GAME TAMER v4.59 Latest
- G302 AMOS CRICKET Good cricket game

- G303 ARAZNAX 40 levels
- G304 HELL ZONE Elite
- G305 FATAL MISSION Good shoot em up
- G307 CROSSMAZE/CRYPTO KING words
- G308 INTERLOCK (AMOS) 25 levels
- G309 TANK ATTACK & MOUTHMAN
- G311 THRALLBOUND Viking adv Text
- G312 BOUNCE AND BLAST Platform
- G313 SOCCER CARDS Run the club
- G314 CYBERNETIX Fast action
- G315 STAR MIX 2, 3 games
- G316 FLAG CATCHER Squares puzzle
- G317 OMEGA Adv Moria type
- G318 TOP SECRET excellent graphics platform
- G319 MADONNA Jigsaw
- G320 ROBOCOP GOE TO IRAQ s.e.u
- G321 BACK TO THE FUTURE III Funny
- G322 45 CHEATS Codes etc
- G323 TOMCAT F15 Shoot em up
- G324 SUPER QUIZ
- G325 POWER PONG Boing
- G326 MAHJONG Tiles
- G327 NESTER Cards
- G328 STARFLEET Shoot em up
- G329 EXCALIBER Shoot em up
- G330 IMPERIUM ROMANIUM Battle
- G331 SQUAMBLE Very Spacey!!
- G332 JETMAN Good shoot em up
- G333 MECHFORCE V 3.71 Latest update
- G334 PROPERTY MARKET GAME Strategy
- G335 ROLL ON & LAMER Pushing
- G336 HACKLITE V1.0 Moria & Hack
- G338 DIE FILTH (2 disks) Brill like Serv
- G339 ULTIMATE HINT KIT V1.0
- G340 THE ACE CHEATS DISK 2 Lots
- G341 BATTLE OF BRITAIN Strategy
- G342 THE SECRET OF MONKEY ISLAND (Demo)
- G344 ESCAPE II Creating games
- G345 QUIZMASTER V1.0 test your knowledge
- G346 NEBULA Shoot em up fast action!
- G347 ESCAPE Into Space!
- G348 RUMMY Excellent card game
- G349 SPACE RESCUE super shoot em up
- G350 INVADERS MARK II Space invaders
- G371 ERIC THE WARRIOR Sim to Gauntlet
- G372 KLAKTRIS Tris type game
- G373 CLI-TRIS Latest TRIS
- G374 DELUXE PACMAN

- G375 GALAGA 92 Shoot em up
- G376 LIBERATOR GAME Shoot em up
- G377 ACK-ACK
- G378 CRAZY SUE 2 Latest Platform
- G380 LAST REFUGE invaders
- G381 ZINGGER GAME Karate game
- G385 MORIA V5.4 Latest
- G386 FRUIT MACHINE II AMOS good
- G387 OBLIVION Defenda clone
- G388 BOMB JACKY Platform
- G390 OTHELLO Board game classic
- G391 SOLITAIRE SAMPLER Cards
- G392 WILLY IN THECASTLE Excellent Platform
- G393 FRUIT SALAD Platform Reviewed in Format
- G394 MARIO IN WONDERLAND Brill clone - Mega
- G396 GIDDY Great new platform game
- G398 ATOMS Weird!
- G399 VECTA STORM Brill new Tempest clone
- G400 DIGITAL TETRIS
- G402 TETRIS PRO
- G403 SUPER PACMAN 92
- G404 BRIDGE
- G405 18th HOLE GOLF (2 disks)
- G406 SLIDE SQUARES Puzzle
- G407 THEY CAME FROM OUTER SPACE Shoot em up
- G408 SON OF BLAGGER Excellent Platform
- G409 BRAINBOW Addictive puzzle
- G410 MYSTERY 2144 AD Futuristic murder adv
- G411 GUSH Fab pipeline clone
- G412 MEXICAN MASSACRE Arcade action
- G413 100 MEGA GAMES (7 disks)
- G414 BOX Adventure game
- G415 SLAMBALL Future Management sim
- G416 MAYHEM 2 Multi player manic maze
- G417 MUGSIE Money making gangster adventure
- G418 ROULETTE + PUNTO 2 Good game (not 1.3)
- G419 BLITZ GAMES Worm, buzzbar, speed etc
- G420 SKID MARKS Amazing driving game
- G421 ZOMBIE, APPOCOLIPS & DEFENDER 2 brill
- G422 BILLY BURGLAR Just try to escape
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- G446 THRUST DUEL Gravity control
- G447 EXORCISM (2 disks) adv & graphics
- G448 CONQUEST & DOMINATION Strategy war game
- G450 DONKEY KONG Platform
- G451 OPERATION METEOR 3D Graphics
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- G453 SUITCASE (2 disks) Adventure
- G454 ESCAPE FROM DOOM RPG type
- G455 HIGH OCTANE Overhead driving
- G456 FATAL MISSION 2 Shoot em up
- G457 KUNG FU CHARLIE Platform beat em up
- G458 GAMES GALORE 13
- G459 MENTAL IMAGES VOL 2
- G460 IRON CLADS (2 disks) Naval battle Not 1200
- G461 INTREPID Rescue Dame from Evil
- G462 QUIZ MASTER
- G463 QUIZ CHALLENGE
- G464 EYE OF BEHOLDER II Cheats
- G465 CHEATS Many solutions
- G466 PASSWORD PARADISE
- G467 MEGACHEATS V3.0
- G468 ELEVATION 2 Platform
- G469 SCORCHED TANKS Battle
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- G471 STAR TREKING TRIVIA (2 disks)
- G472 SUPER TOMCAT Shoot em up
- G475 NOSTROMO CHEATS & SOLVES
- G476 ORC ATTACK
- G477 TANK HUNTER
- G478 RAID 4
- G479 MEGABALL 2
- G480 MEGABALL 3
- G481 ROACH MOTEL - Kill the roaches platform
- G482 ASOKOBAN V1.1
- G483 BILLIARD GAMES 3 games. Shareware

- G484 BLOODBALL Crilion type
- G485 CRITTUR CAULDRON Life simulation
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- G487 DUNE 3 (2 disks) Worm race game
- G488 GALAXY MAPPER
- G489 JB POKER Cards
- G490 MF HQO use with mechforce
- G491 MR BROWNSTONE B/dash clone
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- G493 NO MANS LAND 2 players
- G494 PARADROID action like C64
- G495 PROKER Card variation
- G496 REUDA Wheel of fortune
- G497 SNACKMAN Pacman clone
- G498 ANGBAND (3 disks) Moria type
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- G500 BLEED 2 Next part
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- G527 BUCKTOOTH BOB WB2+
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- G530 FIGHTER DUEL PRO 2 flight sim 2 meg

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- BD18 - EMERALD MINES 4
- BD19 - EMERALD MINES 10
- BD20 - EMERALD MINES 11
- BD21 - EMERALD MINES 12
- BD22 - EMERALD MINES 13
- BD23 - EMERALD MINES 14
- BD24 - EMERALD MINES 15
- BD25 - EMERALD MINES 18
- BD27 - EMERALD RUNNER MINE 1
- BD28 - EMERALD RUNNER MINE 2
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- BD46 - EAT MINES 2
- BD47 - EAT MINES 3
- BD48 - EAT MINES 10
- BD49 - NO ONE MINES 1
- BD50 - NO ONE MINES 2
- BD51 - NO ONE MINES 3
- BD52 - NO ONE MINES 5
- BD53 - NO ONE MINES 6
- BD54 - NO ONE MINES 7
- BD55 - NO ONE MINES 8
- BD56 - NO ONE MINES 9
- BD57 - NO ONE MINES 10
- BD58 - SPUD MINES 3
- BD59 - ENEMY MINES 1.3 only
- BD60 - BOBBYDASH
- BD61 - DENMINE 1
- BD62 - LADYBIRD MINE - Kids
- BD63 - INTO THE FUTURE FIELDS
- BD64 - INTO THE FRUSTY FIELDS
- BD65 - INTO THE COLD CAVES
- BD66 - LABAN MINE
- BD67 - FUN MINE 1 1.3 only
- BD68 - ACE MINE 1
- BD69 - SUPER AMIDASH
- BD70 - ROCKNUTS 1 1.3 only
- BD72 - BOULDERDASH C64
- BD73 - PRO BOULDERDASH 1
- BD74 - PRO BOULDERDASH 2
- BD75 - 1st CLASS BOULDERDASH 1.3 only
- BD76 - BOULDERDASH CONSTRUCTION KIT 1.3 only
- BD77 - OFFICIAL BOULDERDASH
- BD78 - MEGA BOULDERDASH 1.3 only
- BD79 - STONEAGE
- BD79A - STONEAGE (PLUS COMPATIBLE)
- BD80 - LITTLE BOULDER
- BD81 - BOULDERS GROVE + EDITOR
- BD82 - CAVE RUNNER
- BD83 - DENMINE 2
- BD84 - DENMINE 3
- BD85 - DENMINE 4
- BD86 - DENMINE 5
- BD87 - DENMINE 6
- BD88 - EMERALD EATER 1
- BD89 - EMERALD EATER 2 (1.3 only)
- BD90 - EMERALD MINE 5
- BD91 - EMERALD MINE 6
- BD92 - EMERALD MINE 7
- BD93 - EMERALD MINE 8
- BD94 - EMERALD MINE 11
- BD95 - EMERALD MINE 16
- BD96 - EMERALD MINE 17
- BD97 - NO ONE MINE 4
- BD98 - NO ONE MINE 12
- BD99 - NO ONE MINE 13
- BD100 - NO ONE MINE 14
- BD101 - NO ONE MINE 15
- BD102 - NO ONE MINE 16
- BD103 - SUPER EMERALD MINE LAZER
- BD104 - ADVENTURE OF MR B - pt 1
- BD105 - RUNNER MINE 3
- BD106 - RUNNER MINE 4
- BD107 - BOND MINE 2
- BD108 - BOND MINE 3
- BD109 - BOND MINE 4
- BD110 - BOND MINE 5
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- BD140 - DIAMOND MINE 1
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- BD143 - BUGMINE 1
- BD144 - BUGMINE 2
- BD145 - BUGMINE 3
- BD 146 - VENOM 1
- BD147 - VENOM 2
- BD148 - INTO THE HISTORY HOLES
- BD149 - NORTHLIGHT MINE 1
- BD150 - EMERALD MINE TUTORIAL
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- ASI146 ENTITY, BATTLECARS II, AMASTERMIND & C SOLITAIRE
- ASI147 B'GAM D LUXE, TUTS TOMB, MANCALLS & PARATTACK
- ASI148 POLLYMORF, NOSTALIGIUM, MEGAMIND
- ASI149 GLODRICK, WEBB II, ERIC WATCH YOUR STEP
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- ASI214 GET IT, PUNTER, MECH PUNTER

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- D313 JESUS ON E'S (2disks) 2O mins WOW!
- D317 TECHNOLOGICAL DEATH Mega!
- D318 SPACE BALLS Brill!
- D319 TEKNO - A - TAK MEGA RAVE
- D321 TROJAN TEKNO TRACKS
- D322 DANCE TRASH (2 disks) rave
- D324 SILENTS DEMON DOWNLOAD (2 disks)
- D330 SILENTS EXPOSE (2 disks)
- D331 POSEIDON CEREBAL LOBOTOMY (not 1.3)
- D333 STONEARTS ATMOSPHERE Great!
- D334 KEFRENS DANE Short & sweet!
- D336 SPACEBALLS MOBILE
- D342 MAYDAY RESISTANCE rave & strobes
- D345 SANITY WORLD OF COMMODORE
- D347 LEMON RINK A DINK (not 1200) Classy
- D348 ZYNEX 3 (2 disks)supberb music
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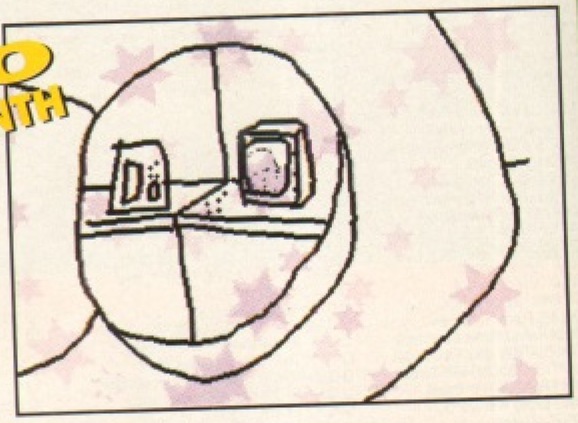
PD Scene

The coders have exploded back onto the demo scene with some amazing disks this month. Tony Horgan is your guide to all things free and entertaining.

ANIMATUNES

A1200 demo

DEMO OF THE MONTH



If you like those strange cartoons you get on BBC2 and Channel 4, this should bring a smile to your face. The first part of this two-disker is a weird animation that morphs from one scene into the next, using a sketchy hand drawn style that wobbles around like Roobarb and Custard. Next we've got some spinny-round vector patterns that flit from stars to spirals, and lots of other rotating geometric shapes. Then comes a top tunnel sequence - possibly the best yet! This is all bounced along to an organ-driven jazzy soundtrack. Finally the demo emulates a Commodore 64, and loads the last part - unfortunately my copy went a bit loopy at this point. Still, the cartoon is enough to get this one the accolade of Demo of the Month, which it shares with the equally stunning Switchback. Available from: Freestyle PD, 1 Woodside Way, Short Heath, Willenahall, West Midlands WV12 5NH. Price: £2.50 including P+P.





91%



SWITCHBACK

A1200 demo



Wow! Yummy video feedback gets this one off to a slippery start. Then it's the turn of a variety of blurred kaleidoscopic patterns to trance you out, which they do along to the sound of a better than average Euro demo tune, beefed up with a nice drum loop and atmospheric chords and breakdowns. Some good static artwork precedes the next bout of visual head-mashing effects, which include some good variations on the plasma theme and some fractal zooms.

Slip in disk two, and it's time for the climax: a stomach-churning ride around a rollercoaster that's frighteningly convincing.

The adrenaline is pumped up further by the fierce guitar-lead techno-rock soundtrack. A bit of all right and no mistake!

Available from: Freestyle PD, 1 Woodside Way, Short Heath, Willenahall, West Midlands WV12 5NH. Price: £2.50 including P+P.



91%

JAMMIN AGA

A1200 demo

A bit up and down this one, but when it's good, it's rather nice indeed. Highlights are the cute snail at the beginning, and the ultra mellow chill out part at the end, with its silky smooth blurred background and well laid-back soundtrack, which would get this month's soundtrack of the month award if one existed, purely for its thick warm fluffy duvet chords. It's a great one to switch on if you want some peace and quiet and send the kids off to noddy land.

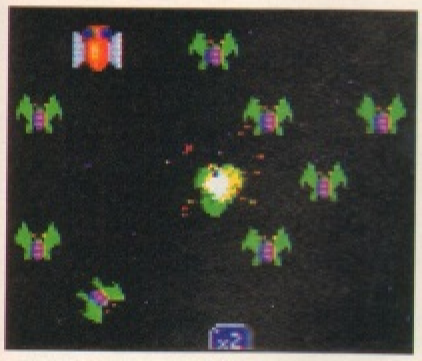


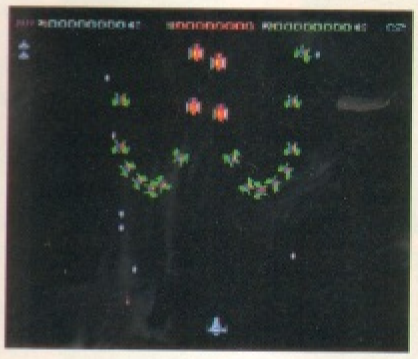


Available from: Freestyle PD, 1 Woodside Way, Short Heath, Willenahall, West Midlands WV12 5NH. Price: £1.50 including P+P.

80%

DELUXE GALAGA 2.4



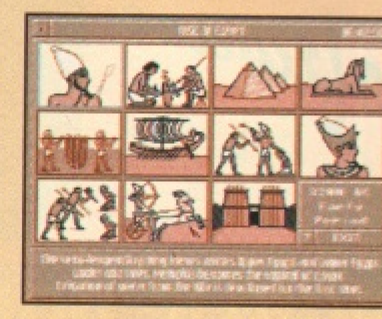


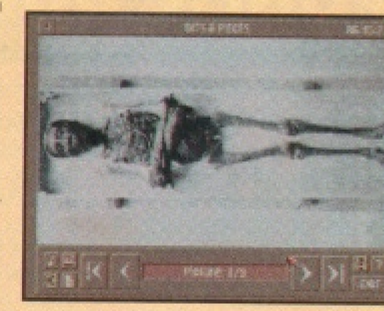
The latest version of this classic coin-op conversion is even better than before. It's basically an extension of the *Space Invaders/ Galaxians* theme, but what makes this new version a bit special, is all the little subgames and bonus that crop up along the way. Top sound and graphics round it off in style. The best blast you'll get for under two quid.
Available from: Freestyle PD, 1 Woodside Way, Short Heath, Willenahall, West Midlands WV12 5NH.
Price: £1.50 including P+P.

90%

TUTANKHAMEN

diskbook





This is how a diskbook should be done. It's a multi-media encyclopaedia all about Tutankhamen and the ancient Egyptians. Although it only takes up two disks, it's full of illustrated text, diagrams, full screen digitised photos, music, and stacks of info covering just about everything there is to know about the subject. Everything is accessed from bold mouse-controlled panels.

It's obvious that plenty of work has gone into the creation of this, and it's presented in such a way that you want to go through the whole thing, even if you've never had any interest in King Tut. It also gives me a chance to wheel-out that old joke: How do you enter a pharaoh's tomb? Toot and come in! Ha ha.

Available from: Valley PD, PO Box 15, Peterlee, Co Durham SR8 1NZ. Tel: 091 587 1195. Disk no. CLE 63.
Price: £4.95. (Licenceware) including P+P.

89%

CYBERPUNK NOW!

diskmag – issue 3

Keeping the format of previous issues, the latest Cyberpunk Now! is split into three sections: pictures, text and animations. The pictures directory includes some clichéd but attractive fantasy sci-fi images. In the text directory you'll find all manner of technology and cyberspace related articles, and a special NASA section, which includes a full job description for a Space Shuttle astronaut! There's only room for one animation on the disk. It's a simple two-colour vector thing that might be quite nice as a screen saver. It could do with a proper front end, but everything is easily accessible nonetheless. Recommended to cybersurfers and propeller heads everywhere.
Available from: Asgard Software, 20 Langdale Drive, Flanshaw, Wakefield, Tel: 0924 363059. Price: £2.00 including P+P.





75%

MY MAMA IS A VAMP

A1200 demo



Talk about spoilt for choice! My Mama is yet another full-on two-disk demo that won't fail to impress. First up we've got a good fractal zoom, then there's the obligatory bitmap zoom section, which includes some nifty ripple effects. My fave bit next: the smoothest, slickest video feedback yet seen (basically this is loads of abstract patterns that spew out of the middle of the screen).

Disk two brings on a slightly different kind of tunnel, more bitmap contortions, and some phong shaded vectors. By this time the acid music has switched to a Jarre-influenced piece. That'll do nicely.

Available from: Choice Software, 144 London Road, Sheffield, Tel: 0742 555894. Price: £2.50 including P+P.

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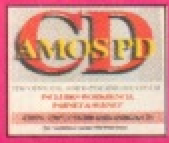
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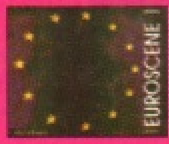
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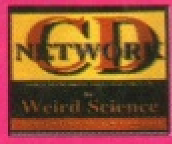
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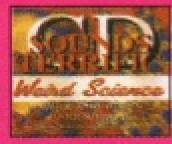
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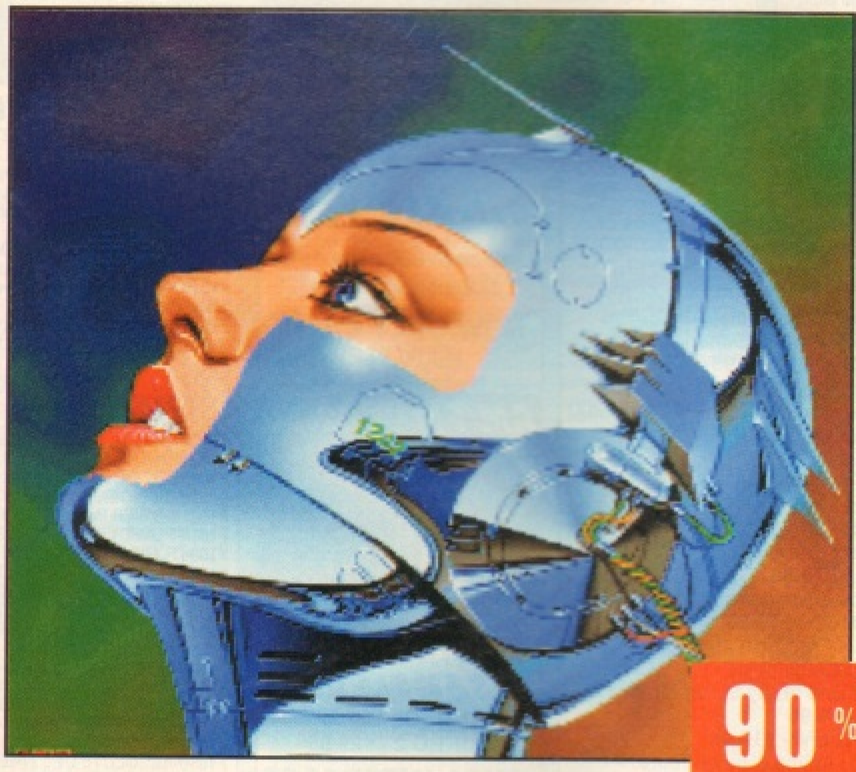
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WIT PREMIUM

A1200 demo

Here's one for the vector fans. Some of the fastest vector graphics ever seen are on display here, ranging from speedy trips around cityscapes, to 3D logos, single frame texture maps, and a decent tunnel-zoom combo effect. You also get a few top-notch still pictures, and a gory bit at the end. It's all put to a stomping breakbeat techno soundtrack. Check, as they say. Available from: Freestyle PD, 1 Woodside Way, Short Heath, Willenahall, West Midlands WV12 5NH. Price: £1.50 including P+P.





90 %

THE SHAKESPEARE COLLECTION VOL 1

diskbook

Someone though it might be a good idea to take five Shakespeare plays (Titus Andronicus, Troilus and Cressida, Twelfth Night, Venus and Adonis, and The Winters Tale), translate them into document files, and put them on a disk. I think they were mistaken. Then again, I could be wrong (a strange concept I know, but ...).

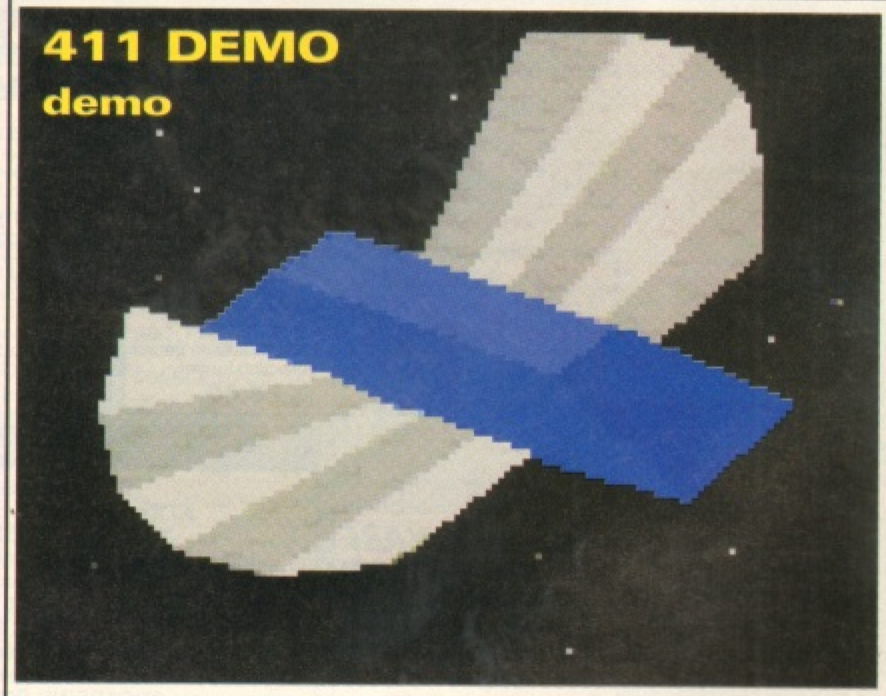
What you get here is a disk that boots up to a Workbench screen, and presents you with five icons, one for each play. Click on your chosen icon, and you can then read through the whole thing using the popular text reader PPMore. You decide. If that sounds like your cup of tea, then fair enough. Of course, you could always go down to the library and get one of those old fashioned 'books' things. Blimey, that's a bit square of me isn't it, whatever happened to 'Viva la techno revolution!' and all that jazz. Oops did I just say jazz?

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London, NW11 6JE. Tel: 081 455 1626. Price: £1.40 including P+P.

50 %

411 DEMO

demo



I'd almost forgotten what demos used to be like when the Amiga scene kicked off. This disk brought it all flooding back. I'm told it took only two and half hours to put together – it shows. It was created using Red Sector's *Demomaker* utility which is immediately obvious to anyone else who's seen a *Demomaker* demo.

On the menu we have: a vector-ball helicopter, plasma, scrolling text, a few starfields, part of the title screen from Shadow Warriors, a Pacman sprite, some naff spaceship pictures, and a tune that makes your Amiga sound exactly like a Commodore 64.

Give it a go if you want a taste of Amiga entertainment from the late 80s. It gets most of its 30% for having the front to release something like this today.

Available from: David Thomas, 4 Cefn Rhos, Tredegar, Gwent NP2 3PA. Price: £1.50 including P+P.

30 %

RED DWARF

slideshow



It's a *Red Dwarf* slideshow, so if you like Red Dwarf, and you like slideshows, then I hardly need to recommend this two disk set. If you don't feel the need to display a string of stills from the TV show, then you can give it a miss. The pics are hi-res interlaced, and there's a passable rendition of the theme tune. Available from: Freestyle PD, 1 Woodside Way, Short Heath, Willenahall, West Midlands WV12 5NH. Price: £2.50 including P+P.

60 %

OUTPOST

game

If you've been longing to play a decent version of *Wing Commander*, this could be what you've been waiting for. It's a simple little game, but neatly put together for a PD effort.

You've basically got two levels. One has you speeding through space, either negotiating asteroid belts, or shooting up alien spaceships. These parts are viewed in 3D from the cockpit of your own spaceship, and the graphics are pretty smooth, even if there's nothing much to the gameplay. The other part is a nifty little beat 'em up, with *Star Wars* light sabres. Available from: Pathfinder PD, 41 Marion Street, Bingley, West Yorks BD16 4NQ. Disk no. PG263. Price: £2.00 including P+P.

69 %

PD Utilities

What a wonderful place the public domain is. Where else could you get all of this top productivity software for next to nothing? Andre Digard is your guide to this month's batch of goodies.

VARIETIES OF PD

There are many offshoots of the PD idea. Some programs we review in PD Utilities and PD Scene are not actually public domain, but close relatives. Here's a brief guide to some of the more common variants.

PUBLIC DOMAIN – PD software, be it games, utilities, graphics or whatever is free from conditions. You can rewrite it, nick bits of it for use in your own work, give it away etc. Most importantly, you can copy it and give it to friends completely free of charge. However, most of the programs reviewed here are actually ...

FREEWARE – Software which can be copied and given to as many people as you like provided no profit is made. Unlike PD though, Freeware must not be interfered with unless the author gives specific permission. That means all the original documentation must be kept with it, and you cannot include the program in any commercial releases.

SHAREWARE – The next step up the ladder. Shareware is essentially Freeware with one major difference. If you use a shareware program frequently, the author asks that you 'buy' the program. Normally they will ask for about a tenner. In return you are likely to receive the latest version, any new programs the author produces and all sorts of other nice things (read the program documentation for details). Go on, prove that you're a nice person by making a shareware author happy this Christmas.

LICENCEWARE – The last rung on the ladder. Licenceware is like shareware but with two important differences. Firstly, your shareware fee is already paid. Secondly, if anyone else wants it they must buy their own copy. The profits made by selling licenceware go to the author.

OJ SIMPSON MURDER MYSTERY

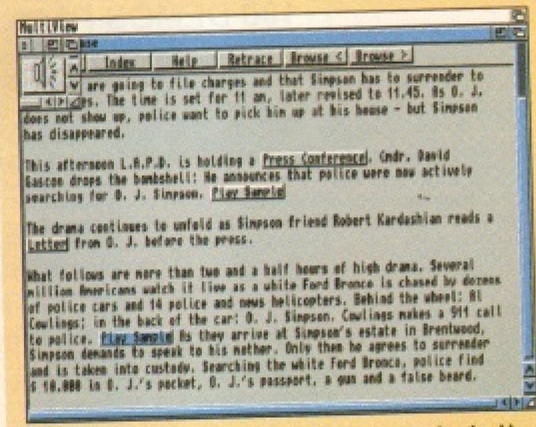
diskbook

Here's one for lovers of the macabre, famous and famously macabre. This disk is a complete run down on the O.J. Simpson murder trial, presented in the form of an AmigaGuide hypertext file. Not the most obvious of subjects for an AmigaGuide you might think, and I would be inclined to agree. However, this disk is a little special. Not because of the subject matter, which is admittedly fascinating, but because of the way the guide is put together.

This is the way all Amiga guides should be. There are no loose ends, there are plenty of useful links without going overboard, and there are links to external files. In this case the external files are all sound samples, some of them quite creepy, but it's the presentation that's most noteworthy. Short, succinct and informative. If you have even a mild interest in the O.J. Simpson murder case, get this disk and have a play. Programmers would do well to take a look also, just to see how well a guide can be done.

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 081 455 1626. Price: 90p plus 50p P+P per order.

85%



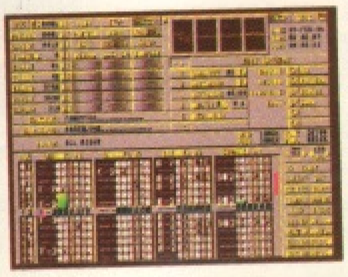
▲ O.J. Simpson – An unusual subject for an exceptional guide.

F1 MUSIC VOLUME 4

music clips

It's not too often that a music disk gets reviewed in the utilities section, but that's right where this disk belongs. The nineteen tracks on this licenceware disk are intended for use by programmers. The idea goes like this: a programmer is really good but completely rhythmless and tone deaf, buys this disk and instantly has a good selection of music for use in demos, presentations and programs. The only fee is the price of the disk. Normally these disks are pretty useless. Here is one fantastic exception. Okay, so the instruments used aren't the best, but the music itself is wonderful. It's well composed and ideally suited for games.

Even if you don't program, this disk is well worth a listen. For anyone, like myself, who is frustrated with the typical dance stuff,I refuse to call it music (are you picking a fight or what? – Tony H) this disk is a breath of fresh air. Programmers, musicians, jaded hacks and armchair wannabes should all get this disk. It won't set your ears alight so much as give them a much needed massage, but who could ask for more?



Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392 493580. Price: £3.99 including P+P.

90%

OFF YOU GO

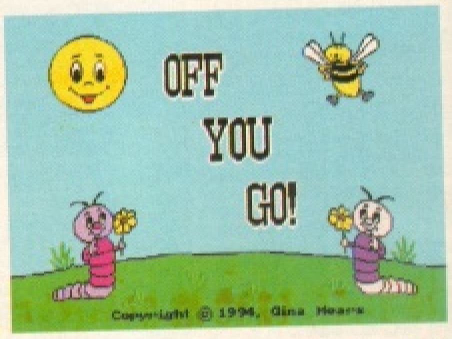
children's games

Off You Go is an incredible leap forward from Gina's Mear's last program (*2 Can Play* - reviewed in the October issue of CU AMIGA). There are still a few niggles, but this disk is a huge improvement. The main program on the disk, *Off You Go*, is a variation on the classic *Ludo* board game. It features some simple but cute animations and suitable sounds. The whole thing is great fun to play, with the option for one to four players, but be prepared for screaming fights over whose turn it is next ... even if the computer is telling you at the time.

Also on the disk are three other games: a spelling game involving a wonderfully silly frog and insect; a game revolving around finding anagrams; and lastly, a game based around the old *Mastermind* board game. All in all, this disk comes highly recommended. Gina Mears has pushed herself well into the big league of education software authors and is now definitely one to watch. If you have kids between the ages of three and 10, get this disk.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392 493580. Price: £3.99 including P+P.

85%





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1104 DESKTOP GUIDE TO MUSIC (3D) guide & tutorial
1107 TRUMPTY FIREWORK ALPHABET teaching aid
1109 MR MEN OLYMPIC (2D) many events to complete
1110 CULT TV DATABASE (2D) info on early TV series
1115 ELECTRONIC WORLDS (3D) compl K James Bible
1116 HOW THE EARTH BEGAM - theory how the BIG BANG exploded and created all the stars & galaxies
1118 WORKBENCH 2 tutorial on Work Bench 2
1119 DINO WAR Quiz on dinosaurs
1120 JUNIOR MATHS great learning aid for teching kids on the maths subjects. Recommended
1121 PICTURE PUZZLE brilliant JIGSAW type games
1122 WORD FACTORY brilliant, teach kids words
1123 KID DISK 1 - Brilliant educational pack
1124 KID DISK 2 - more educational programs
1125 JURASSIC PARK lots of info on dinosaurs
1126 CHILDREN'S SONGS 2 contains 5 excellent songs
1127 MING SHU (A500 ONLY) brill Chinese astrology
1128 ASTRO 22 PRO. V3 - The latest astrology program that accurately calculates the position of the planets, eclipses, zodiac positions etc. Recommended
1129 KID DISK 3 (DTP) drawing program for kids
1130 FRENCH VERB TESTER helps you with French
1131 CULT TV DATABASE II (2 DISK) info on early TV

COMMODORE VIC 20 (plus)

emulator + 30 top Vic 20 Games

Like RAT RACE, COSMIC CRUNCHER, SARGON, CHESS II etc. Also on the 2 disks there is a special AGA version. Note all games run directly not the CLI version as sold by other PD libraries.

SUITABLE FOR ANY AMIGA ONLY £2.99

101 GAMES COMPILATION PACK 1 ONLY £10.99

Brilliant collection of over 100 of the very best of PD games includes INVADER 2, Tetris, Monopoly etc., much too many to list. Very easy to use menu system. Most games come with full playing instructions. MUST FOR ANY GAME PLAYER.

PRICE ONLY £10.99

UTILITIES

2001 A-GENE helps you trace your family tree
2002 AMIGA SYSTEM TESTER test Amiga
2007 TEXT PLUS 2.2e easy to use word processor
2024 D-LOCKS protect your disk & files
2046 DARKSTAR No. 2 (vol. 2-5) loads of utils
2088 LABEL DESIGNER design your own labels
2101 DATABASE WORKSHOP (2) brilliant pack
2122 SID 1.6 copy/delete/move file etc
2129 BUSINESS CARD MAKER (not A1200) brilliant
2131 TETRA COPY play Tetris while copying disks, great
2135 MOST USED UTILITIES (2) very useful util coll
2137 UEDIT good word processor with SPELL CHECKER
2144 DESKTOP PUBLISHING The best PD DTP available
2145 XCOPY PROFESSIONAL very powerful disk copier
2146 C-MANUAL 2 (4) Teaches you how to program in C
2160 600 BUSINESS LETTERS very handy, get it now
2169 PAINT AND ANIMATE still the best
2170 BIORHYTHMS V4.01 display your own biorhythms
2186 ULTIMATE DISK CREATOR all tools are here
2187 M COMPUTER AID DESIGN - was commercial product
2220 AMOS PAINT V good paint package, lots of features
2222 GRAPHIC UTILITY (3) lots of graphic converter tools
2226 50+ MOST USED UTIL loads of very useful utils
2242 IMPLODER 4.0 pack more information on disk
2250 VIDEO TOOL (3) loads of video utils. Recom
2282 LAND BUILDER create realistic landscapes
2284 COPY & CRACK TOOLS back up your software
2287 P.C.Q. PASCAL (2 disk) programming language
2297 VISICALC great database lots of functions
2300 MESSY SID II read/write PC/MAC etc files
2311 POWER LOGO Vgood LOGO language great for kids
2321 GRAPHIC Util 1 (3) loads of brill graphic utils
2324 GRAPHIC Util 2 (3) even more graphic tools
2335 FREE COPY can even copy commercial games
2336 OPTICOMMS II for use with modem
2343 LITTLE OFFICE - databases/wordprocessor/spread
2350 POOL TOOL - predict horse races with best chance
2351 RACE RATER similar to above, buy both
2352 DESKTOP VIDEO 1 & 2 (best video titler tool)
2356 TEXT ENGINE V3.4 full feature wordprocessor
2359 SEEKER find lost files on floppy & hard drive
2361 ADVENTURE GAME CREATOR (2)
2363 DISK REPAIR KIT- salvage & repair damaged disks
2370 CAPTION MACHINE + MORE. Brillant Video titler
2377 NCOMM III more modem software + packer utils
2380 UNICOPY fantastic disk copier
2383 LYAPVNOU GENERATOR - generate space scenery
2384 MED V3.2 (latest) Brill music maker
2385 LORAN NOTE BOOK database & world map.
2390 DATA BASE CPILATION - the best available
2401 PLUS ISSUE (not WB1.3) Vol 1-14 each disk packed with various WB2 & WB3 utilities. Recommended
2427 PRINTER-STUDIO excellent print results
2431 VIDEO APPLICATION (2 DISKS) many video titler progS
2437 ACCOUNT MASTER V2.8 new account program
2449 AMOS UPDATE 1.4 add more commands for AMOS
2470 FINAL FONTIER 1 (2 disks) Star-trek magazine
2480 HARD DISK CLICK - Hard Drive menu system
2490 B-TEC UTIL - Amazing pack with 207 utilities
2491 PROTRACKER V3 - Best music writing program
2495 HARD DISK brill collection of Hard disk utils
2505 VIRUS-KILLER & DISK RESALVAGE/REPAIR KIT
2507 DCOPY V3 PROFESSIONAL - Excellent Disk copier
2513 VIDEO-TITLER (2 disks) more VIDEO TITLERS - BEST
2521 SPECTRA PAINT III rival to dPaint
2540 MEGA CHEAT more cheats for many games
2555 CROSSWORD CREATOR (not WB3) crossword maker
2559 ADDRESS PRINT V2.1 Store & print addresses
2561 PERM CHECK a full POOLS PREDICTION program
2568 ICON CONSTRUCTION KIT icon making program
2569 ICON ready made (4 disk)
2581 MAGNETIC PAGES brill disk magazine creator
2582 DPAINT GRAPHICS TUTOR (not WB3) excellent
2583 SAMPLE MAKER make samples without hardware
2590 600 NUMERIC PAD EMULATOR (A600 only)
2591 DEGRADER (not WB 1.3) A500 emulator
2598 MEGA GAME CHEAT 2 - 195 more game cheats
2599 PRINTER TOOL - includes typewriter, spooler etc
2601 DISKSALV II + ABACKUP (not WB1.3)
2603 THE CHEAT COMPENDIUM for over 450 games
2620 HOW TO CODE IN C (2 disks) + many examples
2645 PC EMULATOR V2.31 (WB3 only) SVGA PC emulator
2650 COPY & CRACK TOOL 2 more powerful copying programs
2670 RS DEMO MAKER 2 (2 meg)
2671 TELE TITLE 2 - Great new VIDEO titler
2680 NEW SUPER VIRUS KILLER (not WB3) kill 316+ viruses
2681 TEXT ENGINES V4.1 latest 36,000 word spell checker.
2687 AMOS PROFESSIONAL UPDATE added extra commands
2688 INVENTORY 2 details of home contents for insurance
2689 FORCASTER V2 - horse racing prediction program
2690 ASSASIN COPIER (lots) include Xcopy3/dcopy etc
2694 SUPER DUPER 3 (NOT WB1.3) Vfast disk copier
2695 P.C.Q. complete Pascal lanuage with compiler
2696 AMITOOL PROFESSIONAL disk database tool
2699 MEGACHEAT V3 + (more games cheats)
2700 ANIMATION CONSTRUCTION KIT V1.2+ Good
2702 V MORPH V2. create smooth morph animations
2703 POOL TOOLS 2 (Latest) predict horse racing.
2705 TRONI-CAD - best create circuit board + examples
2707 GAME TAMER 3 & 4 - (2D) For even more game cheats.
2708 LAST WILL & TESTAMENT - write your will
2710 PERFECT-PAINT 32 Very easy to use paint packages
2712 EDWORD PROFESSIONAL truly the best wordprocessor
2714 ENGINEER KIT various test kits for Amiga
2718 MAGNUM 1.7 REGARDED the best disk magazines creator
2721 FONT FARM V3 + loads of fonts + font viewer
2722 EASYCAL + massive spreadsheet, max 92,583 cells
2723 EXOTIC RIPPER rates as the best ripper
2724 PARNET SET UP (2D) Cable maker instruction
2726 AREX MANUAL complete manual. Highly rec
2729 ASSASSIN BOOT UTIL 50 boot block creator util
2730 SOFT AGA (A500 plus or A600) & min 1.5 meg
2731 A - Z GAMES CHEAT for over 500 games
2733 PANASONIC STUDIO - 9 & 24 pin printer driver & util
2734 CANON PRINTER STUDIO not A500 (1.3)
2735 PRINTER STAR 24/200 FONT DESIGNER - shareware
2736 AWARD MAKER II+ hundreds of ready made, brillant
2738 S.KICK PROFESSIONAL v3.23 version of K-start
2739 TURBO IMPLODER V3.1 powerful disk cruncher
2740 CROSS DOS 5.1+ latest read/write PC<>AMIGA disk
2741 HD-DISK TOOL BOX + LOT MORE Disk utils, recommend
2742 HOW TO CREATE AUTOBOOT DISK (2D) complete
2744 FRACTAL MANIA + BIOMORPH Brillant collection
2746 3D GARDEN DESIGNER & View from any angle, bril
2748 ILLUSIONS DRAWING program like dPaint
2749 DISK REPAIR 3 (floppy & HD) + soft - protect
2751 SYSTEM CHECKER TOOL must for any Amiga owner
2752 EPU STACKER double the storage of your DRIVE
2753 HARD DRIVE UTIL+ lots more Hard DRIVE UTIL
2754 PARBENCH installer (complete)
2755 PRO CAD electronic latest circuit board designer
2757 150+ PRINTER DRIVER largest collection
2760 ICON PLUS (3 DISKS) Hundreds of stunning ICONS
2761 RELOCKIT 1.4 latest WB1.3 emulator
2762 FAKE FAST MEMORY make older software run
2766 MICRO FAX 4 (2) project (build a fax machine)
2777 TELE TEXT RECEIVER project. Highly recommended

NEW 101 GAME 2

PRICES ONLY £12.99

This is the very latest all new 101 games pack 2 containing some of the very best of PD games like Zeus, Wonderland, Dragonflies etc. Much too many to list. All games are selectable from an easy to use menu & most games come with full playing instructions.

101 games pack 1 or 2 are compatible with all AMIGAS

IDEAL CHRISTMAS PRESENT FOR ALL THE FAMILY

GAMES

3096 POPEYE little hand hold games
3097 PLOTTING like Tetris on side
3102 PIPELINES connect pipes, very addictive
3112 CUBULUS based on a RUBIK CUBE
3121 LAMATRON (WB 2/3 requires Relockit 1.4)
3127 DEFENDA Brillant defender clone
3136 DUELS fast action like BATTLES ZONES
3153 SEALANCE Good Submarine simulator
3165 FIVE-STAR games - 21games
3175 REVENGE OF THE MUTANT CAMEL
3195 WHEEL OF FORTUNE VG TV QUIZ type games
3196 METEOR explore in full 3D
3198 DUNGEON DELVER (2 Disks) R.P. Games
3215 SCRUM HATERS racing with a twist
3222 MEGA 21 GAMES amazing, 21 games
3223 SURVIVOR VG R.P.G. set on Giant spaceship
3226 LEARN & ODYSEE 2 R.P.G. games
3235 DRAGON-CAVE brillant 3D puzzle games
3240 QUADRIX very addictive, excellent
3245 CHROME 20 brillant level, recommended
3253 DESTINE MOON BASE Arcade conversion
3354 ELECTRIC TRAIN SET simulate
3263 SHAPES Play like a computer jigsaw
3265 SUBCULTURE brillant shoot 'em up
3268 SCUB-BUSTER destroy enemy Scub Missiles
3271 AVINA BLUE fast action shoot 'em up
3272 TANK BATTLE 2 player tank battle game
3274 MR DUG like DUGGER in the arcades
3275 FRUIT-MACHINES very addictive
3278 ARCADIA the best ARKNOID clone
3300 Q-BOID cross TETRIS and INVADERS. Fast
3306 BOULDERDASH (original) (A500 1.3 only)
3312 GAMES PACK 28 3 high quality games
3316 GALACTIC Excellent, 8 levels arcade
3317 HYPER-BALL Speed ball + level editor
3329 MADONNA NUDE PUZZLES for 18+ only
3331 GRAVITY massive space exploring game
3333 CYBER-NETIC Brillant 8 way blaster
3334 DONKEY KONG (not A1200) classic arcade
3335 CRAZY SUE II best platform to date
3351 CAVERUNNER Boulderdash clone 80+ levels
3354 MINI GAME 1 small game playable in WB
3355 DOODY very cute & extremely payable game
3356 WONDERLAND amazing graphics, recommeded
3361 CHINA CHALENGE II new tiles game
3366 BINGO CALLER full speech caller
3367 CARD GAMES collection
3368 WIZARD-DOMAINS dungeon type games
3380 SHOOT EM UP COLLECTION I many
3381 INFERNO I Tertis with a twist
3384 OTHELLO best PD version
3386 MOUSE IMPOSSIBLE very addictive recommended
3389 CASINO GAMES - all gambles, get this disk
3390 TETREN most polished Tetris ever released
3392 STRIKEBALL brilliant baseball clone
3400 FIGHTING WARRIOR like Street Fighter
3403 CASTLE NOMIS good dungeon master
3404 DOMINOES only one of its kind on PD
3406 TOTAL WARS -strategy like Chess in Space
4309 WOT'S ITS NAME QUIZ - quiz (ok, it's good)
3410 FATAL MISSION Excellent Nemesis clone
3411 BATTLE CAR 2 3D car racing
3420 ALL ROUNDER CRICKET
3421 ROTON very nice, Asteriod
3422 SERENE III excellent arcade games
3424 NIGHT AT THE TOP VG text only adventure.
3425 BALDY GAME escape before time runs out
3427 RESCUE 20 levels cavern,scramble clone
3429 ESCAPE V2 great exploring game
3430 SOCCER CARD football manager
3431 NESTER CARD GAME- hours of fun for a quid
3433 MASH THE POTATO guess. Easy
3435 ROULETTE American roulette, excellent
3436 AIRPORT (not A1200) control your airport
3438 TRAILBLAZER (2 player version) Even better
3441 E TYPE 2 Simply the best asteroid
3443 OLYMPIAD DISK (2D) Olympic sports events
3445 DESCENDER GAME tank, search & descender
3446 OBLIDOX excellent Arcade/Puzzle game
3448 PARACHUTE JOUST quite playable
3455 CASTLE OF DOOM VG graphic adventure.
3460 WIBBLE WORLD GIDDY Large platform game
3462 COSMIC RACE motorbike with gun
3463 DIPLOMACY (NEW) brill strategy trading game
3464 GAMES COMPILATION 6 brilliant new games
3465 CHESS II Very good chess game
3467 CASH FRUIT good fruit machines
3468 ATOM STRATEGY Connect 4 style game
3474 TOP OF THE LEAGUE Football Manager type
3480 BATTLE OF BRITAN 2 player strategy game
3488 EXTREME VIOLENCE 2 player battle out
3489 ENGIMA MACHINE very challenging puzzle
3490 MEGA BALL 2 very playable breakout
3491 BOUNCE & BLAST brilliant platform, 10/10
3492 ZOMBIES & DEFENDER 2 fantastic games
3499 LIFE - simulation, very interesting
3500 TRANSPLANT the best Asteroid yet
3501 KLAWZ THE KAT great platform games
3502 DRAGON FIRE more medieval arcade
3503 DRAGON FIRE Gulf war mission
3511 HIGHWAY HELL like SPY HUNTER
3513 BLASTER kill invading aliens
3519 LABYRINTH II Good text adventure
3520 FATAL MISSION 2 Superb fast action
3521 FRUIT SALAD + brillant platform games
3523 MYSTERY 241AD graphic adventure
3525 GRAND PRIX MANAGER 93 strategy game
3528 MICRO MARKET Very good stockmarket game
3531 OPERATION FIRESTORMS brilliant
3535 BLACK DAWN brilliant graphic adventure
3537 ACK ACK - shoot 'em up for kids
3538 MORIA 5.4 The latest Dungeon & Dragon
5340 ORK ATTACK bloody adventure
3542 ROAD TO HELL brilliant car racing
3544 SUPER TOM CAT New vertical shoot 'em up
3545 KUNG FU CHARLIES mix with platform, brill
3546 RAID 4 latest vertical scroll shoot 'em up
3546 QUIZMASTER very good quiz program
3560 IMPERIAL WALKER Based on STAR WARS games
3567 STARBASE 13 (2D) Brill like MONKEY ISLAND
3657 AMOS LOADSAMONEY best FRUIT MACHINE
3659 MR MEN OLYMPICS (2D) many events to complete
3660 4 L.C.D. DREAM 4 small hand-held games
3661 POP QUIZ - multiple choice answers
3662 JELLY QUEST Strange 3D game
3664 NEIGHBOUR GAMES (2D) Brillant graphics
3665 TIME RUNNER (WB 2/3) Brillant graphics
3667 GOLF (2 DISKS) One of the first PD Golf Games
3668 AMOS CRICKET 2 New Amos cricket simulator
3669 MUGSY REVENGE gangster graphic adventure
3670 ESCAPE FROM DOOM anim graphic adventure
3672 JIGSAW (2 DISKS) very playable jigsaw games
3673 BOBBY GARDEN + DIGGER (NEW) Brillant
3674 HIGH OCTANE (NEW FASTER) (not WB1.3)
3675 TIME RUNNER 3 like Flashback (not WB1.3)

C64 EMULATOR V3 PACK

C64 30+ GAMES +C64 UTILITIES

THE LATEST C64-emulator V3, this pack also comes with loads of C64 utilities & a brilliant selection of top C64-Games. Must for any Amiga owner, loading instructions included, amazing value at:

ONLY £3.99 suitable for any Amiga

ANIMATION

4013 SPACE-PROBE in search of ALIEN life
4072 LIFE'S A BITCH (18+ only)
4073 IT'S MENTAL III (rude jokes 18+ only)
4106 SPACE ANIMATION Brill x-wing anim
4138 KYLIE (2 disks) pics & songs
4179 THE LIVING WORLD SLIDE SHOW creepy-crawly
4215 MADONNA III Brilliant Madonna pics
4231 ALIENS II the best Aliens
4246 GARLOWEEN A NIGHTMARE ON 13 STREET
4248 PERVERSE SLIDES Very funny, but rude, pictures
4293 MANGA COMIC stunning Japanese chic etc
4320 GORE very scary, not for the faint-hearted
4414 MANGA WORLD III latest in SUNTEAM products

2330 WB 2.0 EMULATOR

this disk will allow your A500 (1.3) to emulate the A500 Plus thus leting you run most A500 plus software without having to buy the rom kit

18 DEMOS

note all this selection is for age 18 and over only

SHOWER GIRL
BODY TALK
MARIE WHITTAKER
SABRINA SPECIAL
DIE FILKINGER
MADONNA EARLY DAYS
KATHY LLOYD
MEGA-MAID
CALENDAR GIRL
MAY FAIR
UTOPIA (4 DISKS)
GIRLS OF SPORT
PAGE 3
GON GON GIRL
TINA SMALL

U.F.O. THE CLOSE ENCOUNTER

INCREDIBLE 6 DISK SET PACK WITH REAL LIFE DOCUMENT REPORT, SIGHTING, U.F.O. KIDNAPPING, ETC. + MANY UNRELEASED. REPORTS OF CLOSE ENCOUNTERS WITH THE U.F.O. BEING BRILLIANT. A MUST FOR ALL U.F.O. FANS. RECOMMENDED

compatible with all Amigas 6 DISK SET ONLY £5.95

A1200/A4000

AGA001 EXTENSION DEMO with fast landscape No 1 anim and a rotating city, still regarded as the best AGA demo
AGA002 FRACTAL GENERATOR fractal in 256 colours
AGA003 WORKBENCH HACK many hack/toy/blanker etc
AGA006 NEW SUPER KILLER know & kill over 316 types of virus. Must for all A1200 owners
AGA007 MINDWARP the very first demo for the A1200
AGA008 KLONDIKE DELUXE AGA (3D) Simply the best card games with glamorous ladies as card face. 18 + only
AGA011 SLEEPLESS NIGHT 3
AGA012 PLANET GROOVE Truly A1200. Demos
AGA013 MOTOR INVADER 2 (2D) Very playable INVADER set inside your computer. Loads of fun
AGA015 POINT OF SCALE Great A1200 only demos
AGA016 CHROMAS Fairly good demo.
AGA017 WORLD OF MANGA AGA (4D) Brillant Japanese comic slideshow. Includes Japanese Chick etc, recommended, still the best seller on the A1200 - brilliant
AGA021 MAGIC WORKBENCH Improve your WB & add some functions to your WB. Really BRILLANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities like degrader etc. Not for beginners
AGA023 U-CHESS the best chess program game so far, but requires 4 megbytes. Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop for A1200 (not beginners)
GIF BEAUTIES is one of the highest quality girl pictures available(1-10)
AGA41 GIF BEAUTIES (1-10) This Bodyshop collection contains stunning pictures of raunchy women who don't seem to be wearing many clothes
AGA62 BODYSHOP 1 More of above
AGA64 BODYSHOP 2 (2D) More of above
AGA66 BODYSHOP 3 More of above
AGA68 BODYSHOP 4 (2D) More of above
AGA70 BODYSHOP 5 (2D) More of above
AGA72 BODYSHOP 6 (2D) More of above
AGA74 BODYSHOP 7 (2D) More of above
AGA80 FITCHICK 1 See BODY SHOP for description
AGA82 FITCHICK 2 (2D) See AGA41 for description
AGA84 FITCHICK 3 (2D) See AGA41 for description
AGA90 ASSASSIN A1200 FIX DISK 1 - Brillant collection of degraders that should get most of the old A500 games/software to run on the A1200. A must for any A500 owners, just upgrade to an A1200. Recommended
AGA091 ASSASSIN A1200 FIX DISK 2 (new) like above but with new collection (different) degrader. Recommend you buy both disks - super
AGA094 RELOCKIT V1.4 latest. Run A500 SOFTWARE
AGA097 A1200 UTIL - AGA TESTER, SYSINFO etc
AGA099 MADFIGHTER 2 brilliant Streetfighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pics in Workbench
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA103 BLACKBOARD AGA decent image processor
AGA104 REND 24 Similar to above
AGA105 QUICK GRAB AGA -can grab AGA screen
AGA110 WORLD BEYOND 1 (3) stunning 256 COLOUR fantasy art. Leaves Atari users breathless
AGA114 SMELL LIKE CHANEL No. 5 brillant demo
AGA121 MAGIC FACTORY 1 STAR TREK (6 disks) Best ray trace pictures ever released on the A1200
AGA133 AGA UTIL v1 AGA util compilations
AGA134 AGA UTIL v2 more AGA util compilations
AGA135 AGA UTIL V3 more of above
AGA136 AGA UTIL V4 even more of above
AGA137 IMAGE PROCESSOR IFF picture processor
AGA138 MULTIBOOT 4 various versions A500 EMU
AGA139 WB3 HARD DISK PREF & INSTALLER installing WB 3/pref/etc the hard disk
AGA140 CROSS DOS PLUS v5.1 read/write PC files

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This page represents only a very small amount of titles available. We also stock the complete collection (list below). For more details please order a disk catalogue which costs only 70p or 3 x 25p stamps. Please note: all titles below are in our main catalogue except FRED-FISH & SCOPES which are on a separate catalogue

FRED-FISH	1-1000
SCOPES	1-220
T-BAG	1-57
LSD DOC	1-46
ASI GAMES	1-200
BITMAP FONTS	1-20
CG-FONTS	1-15
ADOBE 1 FONTS	1-15
IFF CLIP ART	1-15
COLOUR CLIP ART	1-100
IMAGINE OBJECTS	1-20
SPECTRUM GAMES	1-20

NEW TITLES

AGA258 LOTTERY WINNER hopefully will improve your chances of winning a jackpot. GOOD-LUCK
2502 SNOOP DOS V3 - will tell you why some programs refuse to work - a must utility for all Amigas
EXTRA SPECTRUM GAMES VOL 1-25 NOW AVAILABLE
AGA141 FERRARI ART 2 (2D) load of Ferrari & ray trace
AGA142 SUPER LEAGUE 3 latest manager games
AGA144 SPEAK & SPELL educational software for kids
AGA145 BIG TOPS (18 + only) Hmmmm
AGA146 KELOG LAND brilliant platform game, get - a must
AGA150 ACTION REPLAY V5 - NEW UPDATE TO V4
AGA150 GIGER TRIZ very playable 256 colour Tetris
AGA152 FATAL BLOW new STREET-FIGHTER 2 clone
AGA154 CINDY CRAWFORD Vol. 1 (2 disks) latest release
AGA166 INFESTATION (3 disks) The ultimate AGA demo
AGA169 AGA SPECTRUM V1.3 special AGA version brill
AGA170 CINDY CRAWFORD Vol. II (2 disks) amazing
AGA172 VIDEO TRACKER AGA - ultimate demo maker
AGA174 MAGIC WB EXTRA vol. 1 & 2 (2 disks)
AGA180 GIF BEAUTIES Vol. (11-18) 8 more girlie disks
AGA188 FRIDAY AT 8 - another brilliant AGA demo
AGA190 ASSASSIN MULTIVISION AGA pic viewing util.
AGA192 ALIEN FRENZIE 2 player blasting + power up
AGA194 BIG TIME SENSUAL (2 disks) SPACEBALL 2
AGA200 MASQUERADE 2 disk brilliant puzzle game
AGA202 HAM JAM 94 it can't be done (2 disks)
AGA203 EXPLICIT 2 DEMO new effects well done
AGA204 COMPLEX ORIGIN 2 disks requires 2 disk drives
AGA206 TREASURE OF TUTANKHAMUN - educational tool
AGA210 CHANEL Z DISK MAG (2D) A1200 disk magazine
AGA220 KLONDIKE NEW CARD SET - (7 disks)
AGA230 LOVE 2 disks - simply brilliant
AGA231 AGA UTIL 7 & 8 (2 disks) more utils.
AGA234 KNOTTY - Stunning AGA sliding picture puzzles
1150 INTERNAT - Full guide to internet & superhighway
1161 CLI & SHELL TUTOR (help) ideal for beginner
1162 DELUXE PAINT GRAPHIC TUTOR V3 & 4 Recommended
1163 JAPANESE - teaches you the Japanese language
1165 KEYBOARD TRAINER An excellent typing tutor
1167 WORD POWER - spellcheck/crossword solver/teach
1163 CROSSWORD CREATOR - design crosswords
1165 CHESS II & TUTOR brilliant Chess II games
1166 PAINT IT (not A500 1.3) latest COLOURING BOOK
1169 HISTORY OF AVIATION Vol 1 Excellent disk
1171 CHILD FAVOURITE
1175 FRANTIC GUIDE TO COMPUTERS (2D) brilliant & funny
1177 CYBER PUNK 2 for Cyber Punk freaks only
1181 SIGNATURE CREATOR customise your own signature
1182 VIRUS WORKSHOP V4 comprehensive guide
1176 MAJOR LEAGUE
G680 SPACE INVASION 2 - Fantastic Galaxian clone
G681 AUTOMOBILES - PD version of SKID MARK brill
G682 BANDIT MANIA - Brilliant fruit machine demo
3732 OTHELL IN SPACE massive exploring, ex-shoot game
3735 OVERLANDER Brilliant arcade MOON ALERT clone
3737 SERIOUS BACKGAMMON The best backgammon ever
3772 UN-SENSIBLE SOCCER Amazing, a true Gem. This is the most, if not the best PD SOCCER game. Brilliant
3782 SOLO ASSAULT 3D like Wing Commander on the NES
3785 THE GREAT GOLD RAID - simple but extremely addictive
3784 NANO FLY Superb exploration type game. Recommended
3787 ANT WAR V1.9 (Latest) not 1.3
3790 GREEN FIVE Amazing graphics just like Flashback
3771 STAR WORD (2 Disks) brilliant Thrust clone
3774 TRICKLE TREAT - this is DOOM II on the Amiga
3790 TASK FORCE very good MIND SHADOW clone
3791 PROFESSIONAL BINGO CALLER
3792 MARTIAL SPIRIT brilliant STREET FIGHTER II
3802 BOULDER DASH COLLECTION 1-6 brilliant (5)
3851 NUMBER TRIZ (WB 2/3) like Tetris with numbers
2790 WINDOW BENCH V2 (WB 2/3) 2 disk replacement
3793 STAR PRINTER STUDIO
2800 PRINT A CARD + many Christmas cards
2832 DIVIDEND WINNER Brilliant pool predictor
2850 EAGLE PLAYER (2 disks) best music player
2870 PRO GAMBLE very latest horse prediction
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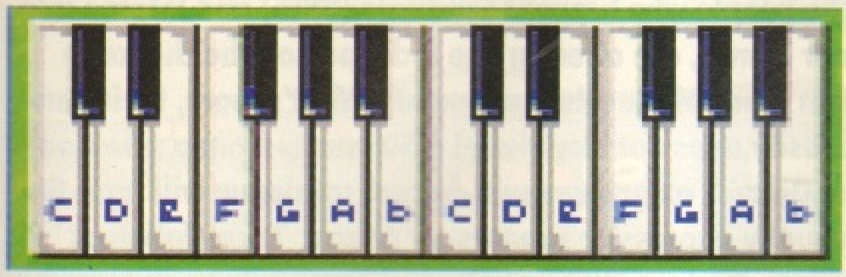
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X BEAT PROFESSIONAL III

drum machine

Do you find computer music programs complicated to use, to the point where you've given up altogether? Enter *X Beat*, the program for everyone, even if you can't play a note, are you're completely tone deaf. This program is fun.

You are given a screen containing a choice of instruments and a simple 'stave' where the music is recorded. Click on an instrument, click somewhere on the stave and that's it. Well almost. Do it a few more times and you'll have built up a simple drum pattern.







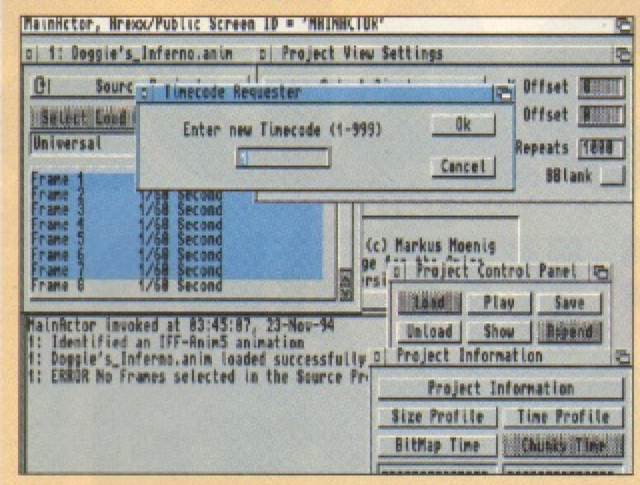
The really wonderful thing about this *X Beat Pro* is that it's so easy to use and yet so powerful. There is a complete sequencing system built in. It may not be as sophisticated as *OctaMED*, but that's where its beauty lies. Get this disk if you play any kind of musical instrument – it provides excellent backing for when you practice. If you want to create music but can't understand all the complicated bits in other sequencers, this is the disk for you.

Available from: Battle Axe PD, Unit D5, High Tech House, 10 Blackfriars Street, Norwich, Norfolk NR3 1SF. Tel: 0603 666202. Price: £1.25 plus 50p P&P.

90 %

MAIN ACTOR 1.54

animation player/converter



▲ Main Actor 1.54 – Animations can even be individual timings for each frame.

These days there are loads of different animation 'standards.' Even on the Amiga, where the IFF file rules the roost, there are more than a few types. Enter the world of PC and the whole thing goes haywire. *Main Actor* was designed to help budding Don Bluths get the whole thing rolling. It will load almost any animation file type you have ever heard of (and quite a few you haven't) and convert between them all. The program is written in such a way that it can be easily upgraded with new file types and the whole thing is really quite professional. It doesn't have that tight a control over the animation itself, but there are so many commercial animation packages that going beyond what *Main Actor* is already capable of is hardly necessary. Suffice to say that it will perform with accurate timing to 1/60th of a second, and can do things like centring the animation on the screen.

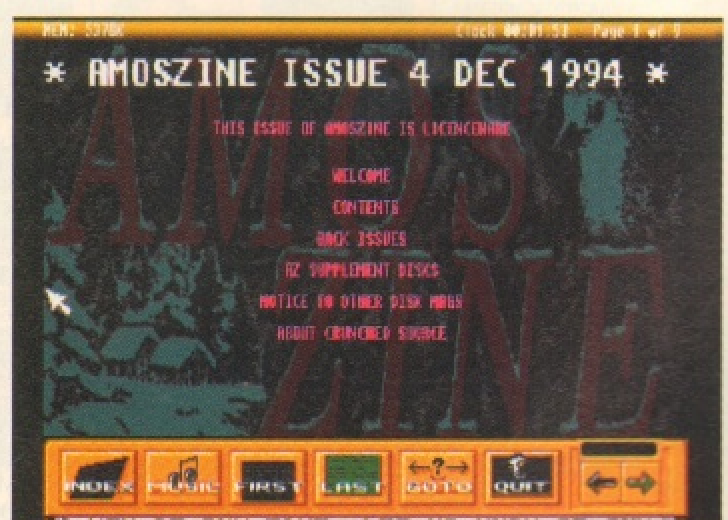
As if that wasn't enough, the program can also convert between still picture formats and can have up to five projects on the go at once. Add to that the ability to assign a sample to an animation frame, and you end up with a fantastic tool for any animator or multimedia artist who gets disks from a variety of sources.

Available from: KEW=II Software, PO Box 672, South Croydon, Surrey CR2 9YS. Tel: 081 657 1617. Price: £3.00 including P+P.

89 %

AMOSZINE 4

disk magazine



Any more licenceware disks and this would have to become a licenceware column, but these disks deserve their space. This is the fourth issue of an unsung hero to the Amos world. The disks are split, one disk for reviews and articles, the other disks for source code. The contributors are nearly all familiar names from the licenceware scene, the most notable being, perhaps, Lee Bamber, author of the excellent *Relics of Deldroneye*.

The magazine is very well produced, with plenty of readable text. There are reviews on the latest Amos programs to appear, tips on how to get the best from it, and warnings of bugs which have been found. The most important thing though must be the amount of source code provided, and there's a lot of it. The archived programs range from small snippets to be included in your own code, up to a full game by the aforementioned Mr. Bamber. This disk is an absolute must for all Amos fans. It's easily the best Amos fanzine to grace my drive.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392 493580. Price: £5.99 including P+P.

80 %

WIN! WIN! WIN! LOADS OF KIT AND OCEAN GAMES!

John Menzies

John Menzies in association with Ocean Software, the people who brought Syndicate (SNES) and Inferno into our homes, are offering one lucky person the chance to win loads of console equipment! What's more, their generosity does not stop there! – 50 games from a selection of Ocean's extensive multi-format catalogue will form the equally impressive runners-up prizes! These fabulous prizes are brought to you by Ocean, top newsagent John Menzies, and EMAP Images, the leading light in video game magazines. Entering the competition is simplicity itself. Just follow these pointers:

- Go into your local John Menzies store.
- Pick up an entry form and answer the three easy questions on it.
- Mark your name and address on the space provided.
- Post your completed entry to the name and address stated.

The entry leaflets will be in all the UK's John Menzies stores between 20/01/95 and 24/02/95 , so make sure you get down there pretty smartish, as the competition closes on the 4th of March 1995.



Full prize details on entry form

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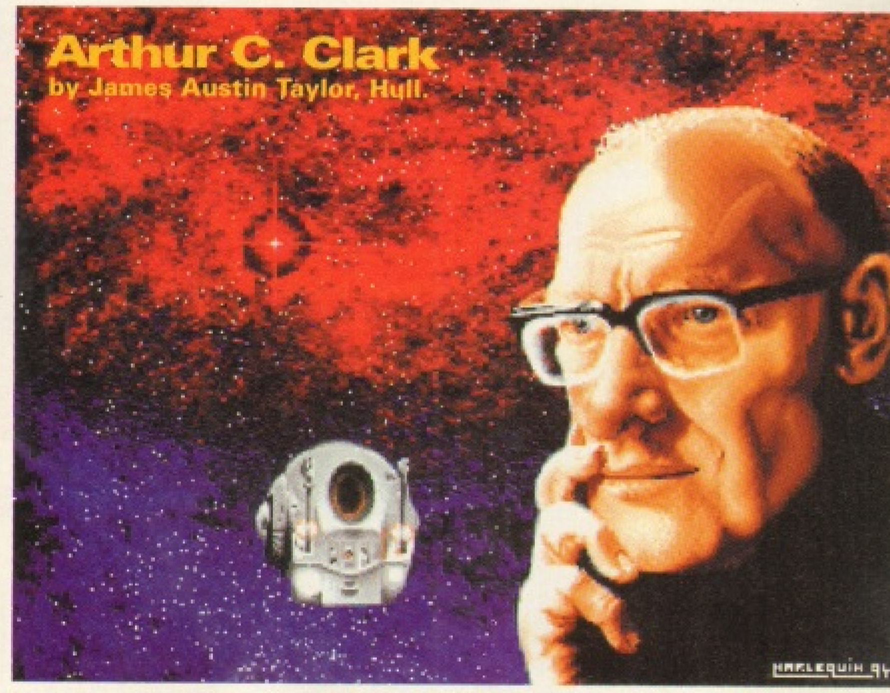
Art Gallery

Lisa Collins flexes her long artistic fingers once more to browse this month's art gallery.

Goro
by M. Pritchard, Blackwood, Gwent.



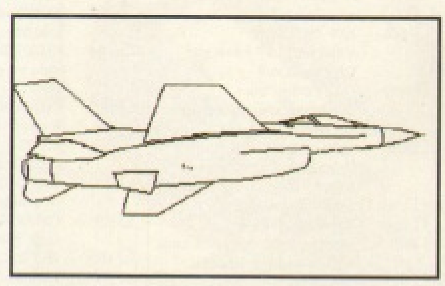
Arthur C. Clark
by James Austin Taylor, Hull.



Ooh you little tiger
by Lucie Turner, Essex.



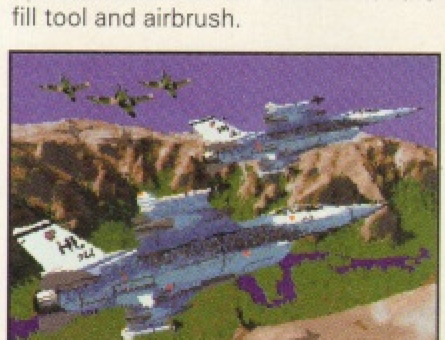
Aeroplane crazy
by Rodger Ruddell, N Ireland.



The outline of the plane is drawn in *DPaint* with the line tool.



Colour and details are added with the fill tool and airbrush.



A background is rendered in *Vista* and more planes are dropped in.

That Ole devil called...
Lucie Turner from Essex strikes again.



Hostile planet
by Andrew Bolt, Lancashire.



This picture was created on an A1200 in 256 colours using *DPaint IV AGA*, *Imagine 2* and *Lyapunovia AGA* (PD fractal generator).

Tardis
by J. Austin Taylor, North Humberside.



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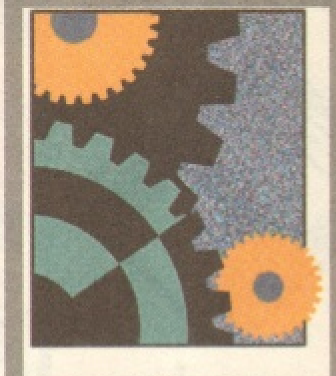
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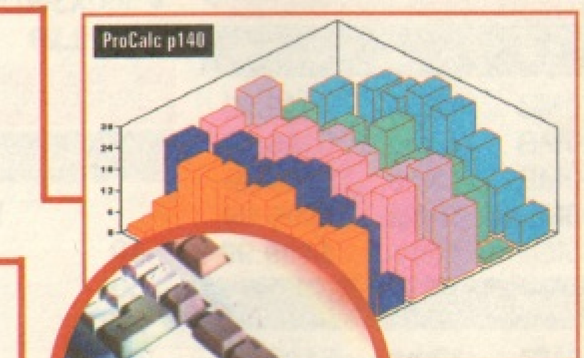
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AMIGA workshop

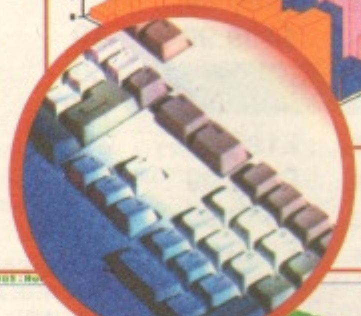




Videotracker 2 AGA pt2 p136



ProCalc p140





X-CAD Designer p142

Regulars

Issue 25 January 1995

There's just so much you can do with your Amiga! Amiga Workshop is here to ensure you get the most out of yours, whatever you use it for. We've got tutorials packed with facts and inspiring ideas, covering such diverse programs as VideoTracker, ProCalc and X-CAD. Then there's Tony Horgan's Sound Lab, Andy Leaning's guide to Amiga-compatible PC products, and John Kennedy's pro-gramming Q+A session. Go on tuck in you know you want to!

GOLDEN JOYSTICKS AWARDS 1995

EMAP Images honours the greatest achievements of the games industry annually with our glittering Golden Joysticks awards. These prized trophies are honoured by the industry more than any others - because they're the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

vote now and you could win £500 worth of software!

BEST COMPUTER STRATEGY/SIMULATION
This category covers many several genres, specifically: racing simulations, flight sims and war games. Vote for your favourite of 1994 here.

BEST COMPUTER STRATEGY/SIMULATION:

BEST LICENSED COMPUTER GAME
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?

BEST LICENSED COMPUTER GAME:

BEST ORIGINAL COMPUTER GAME
What was your favourite game of the year which DIDN'T rely on an official license?

BEST ORIGINAL COMPUTER GAME:

BEST MULTI MEDIA GAME
The huge storage space of CD-ROM has enabled programmers to create incredible software that just couldn't be done on a normal, floppy disc based machine. Which CD title would you rate as the best of the year?

BEAT MULTIMEDIA GAME:

BEST ADVENTURE GAME
The adventure game market has remained extremely strong over the last year with some very commendable releases for all computers. Choose your favourite here.

BEST ADVENTURE GAME:

BEST ARCADE CONVERSION GAME
Conversions of arcade games are as popular as ever - vote for your favourite of 1994 here.

BEAT ARCADE CONVERSION GAME:

COMPUTER GAME OF THE YEAR
Which game overall would you rank as the greatest of 1994?

COMPUTER GAME OF THE YEAR:

SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?

SOFTWARE HOUSE OF THE YEAR:

BEST COMPUTER PROGRAMMER OF THE YEAR
As well as bestowing awards on the software houses and the games themselves, we can't forget some of the most important people in the industry - the people who program the games. Which individual or team do you rate as the best programmer(s) of the year?

BEST COMPUTER PROGRAMMER OF THE YEAR:

BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.

BEST AD OF THE YEAR:

PRIZE DRAW FORM

Name:..........

Address:..........

Telephone Number:..........

Machine Owned:..........

Conversions

PART 3 Your Amiga is far more PC compatible than you may think. Continuing his conversion series Andy Leaning looks at how to connect up with PC modems.

CU AMIGA is a computer magazine, so you wouldn't be totally shocked and amazed to find some Comms coverage in here, but with the recent hype about Internet it seems that even magazines who otherwise would normally have nothing to do with computers are jumping on the proverbial Comms bandwagon.

Internet hype is everywhere, from debates about on-line porn, to the latest techno group offering free downloads of their new records. Great fun, but you need more than just your computer to get a piece of it yourself.

The first thing you'll need to get into Comms, aside from an Amiga, is a modem.

Looking through the pages of this illustrious organ you'll find more than a few companies advertising such products. no problem there is you have some spare cash handy.

But hold on a second – what if you already have a modem connected to a PC at work, or have a generous friend with one, can you use it to get up and running on the global network and try out this Comms thang?

YES, YES, YES!!!

Yes you can!. The great thing about modems is that they are universally compatible – practically all modems will work with all computers. All you need is the cable to connect the modem to the Amiga and the software to drive it. Luckily these two components are both freely available and cost very little.

The cable required is commonly known as an 'RS232' lead, and should be available from many advertisers in CU AMIGA. This cable plugs into the the serial port on the rear of your Amiga and then into the modem. The cable can be ordered, like the Centronics cable last month, from most hardware advertisers in CU AMIGA for roughly £15.

And that is all that needs doing from a hardware viewpoint – it really is that simple! OK so what about the other component that you need– the software?

WHAT NEXT?

Well, the next step is to get the Amiga talking to the modem, and for this you'll need software. On Macs and PCs, Comms software is a costly affair, but on the Amiga the best communications programs are PD, in other words they are available for a couple of quid. And just because they are PD doesn't mean they aren't any good, quite the opposite in fact. It is precisely because the PD variants are so good that commercial developers can't match them and have given up.

The top two packages are *Term* and *NComm*. *Term* is for Amigas with Workbench 2.04 or greater, so it won't work on A500s. *NComm* on the other hand works on 1.3 Workbench and above Amigas and will work on the A500. Both these programs are available from the many PD libraries that advertise in CU AMIGA.

Both of these programs are relatively easy to use, although *Term* is probably harder because every aspect of it can be configured to your liking – which makes it more confusing at first.

Having got the software, you can then try out the modem. Follow our Comms tutorial elsewhere in this issue. Comms is not the easiest of computing past-times to learn, and the best way is to play and experiment – dial a few bulletin boards (you can try any of the numbers listed in previous issues of CU AMIGA) and try it out.

After a little experimenting you should be up and running with your PC modem on the Amiga. It's really very simple and easy to do, and will lead to hours of enjoyment. Just keep an eye on your phone bill!

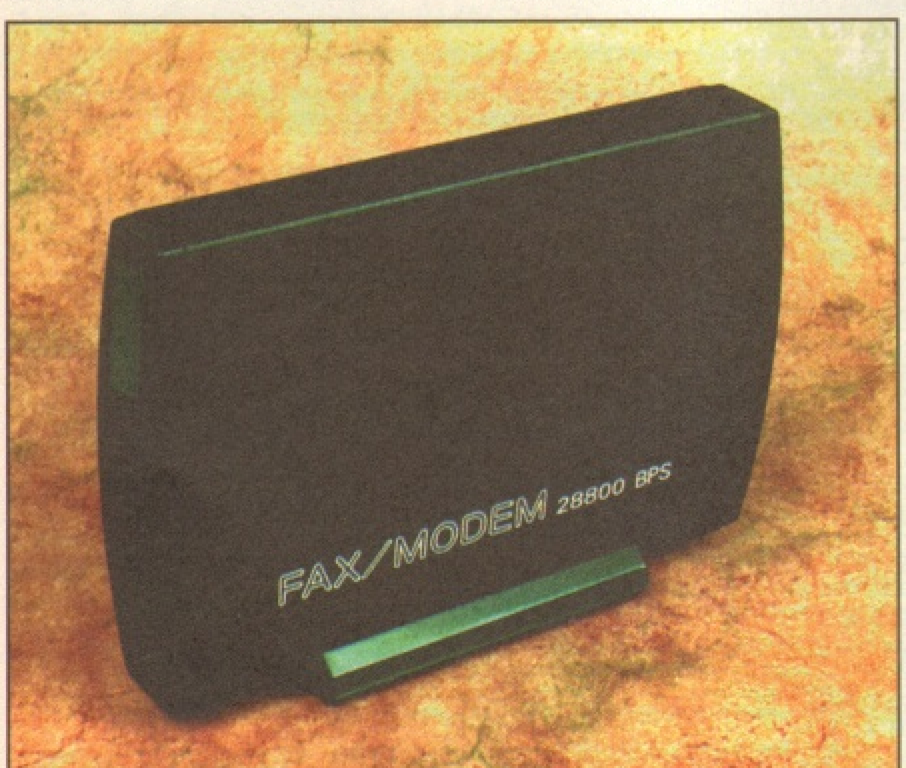
That about finishes off this month. Next month we start to get a little more technical, and reveal how to attach SCSI hard drives and other devices to the Amiga. ■

AVAILABILITY

To get a PC modem working on your Amiga you'll need just two things.

1. A cable.
Called an RS232 cable this can be had for about £15 from most hardware advertisers in CU AMIGA.

2. Software.
The best Comms software on the Amiga is all PD. The two recommended packages are *Term* and *NComm*. These are available from most PD libraries.



▲ An every day modem for PCs, you should start to see more low-cost PC modems being offered by Amiga dealers soon, so keep an eye on all the adverts in this magazine.

The rear of a typical modem, notice - the telephone socket and the industry standard RS232 port – this is where the Amiga cable goes.



Video Tracker

2.0 AGA Tutorial

PART 2

Further secrets of this amazing demo/video creator are revealed by Tony Horgan in part two of our VideoTracker 2 AGA tutorial. Let there be light...



This is a simple example of Videotracker AGA's ability to combine different effects. The logo is a frame from a two-colour animation. This has been combined with the ColourGrid routine, so that both the foreground and background pulse through various colours while the animation plays.

Last issue we went over the functions of the *VideoTracker* control panel, and some of the most immediately accessible effects and routines. By now you should have a basic understanding of how the *VideoTracker* system works. If not, consult last month's guide to getting started. This month we'll start with an explanation of the menus and *VideoTracker*'s filing system. We'll also be looking at more of those flashy routines, and how to make your own autobooting demos for the whole world to enjoy.

ON-DISK INSTRUCTIONS

***Videotracker 2 AGA* has an excellent instruction document on the disk but the method for displaying it is a little more complicated than normal. Double click the VT disk icon, then double click the *VideoTracker* drawer icon. Now make sure that the *VideoTracker* window is active (it should have a blue border), and select Show All Files from the Window menu. Use the scroll bar at the bottom of the window to find the icon marked VideoTracker_Doc. Double click this icon, and change the text in the box that appears so that it reads PPMORE VideoTracker_Doc and press return. You can now read the instructions.**

THE MENUS

There are five pull down menus available from the control panel. All loading and saving is carried out through these menus, which are also used to select a couple of miscellaneous options. Here's a breakdown of each menu, starting with the Project menu.

Project
Load Video: select this to load a video file. Save Video: select this to save out a video file.
Load Module: loads in a *ProTracker* or *OctaMED* module (music file). *Save Vidule:* saves out a free-standing executable 'vidule' file of your demo (see panel on auto-booting demos).
Save Effect: saves the effect shown in the First Effect slot as a raw file (see on-disk documentation for details).
About: gives information on the version number, contact address for the programmer etc.
Quit: clears the program and exits back to Workbench.

Load Command-Effect
Animation: use this to load in an Anim5 format animation.
Animbrush: this is for loading animbrushes, as created with *DPaint*, *Brilliance* or a similar package.
Brush: loads in an IFF brush.
Palette: loads in an IFF palette, as saved out from *DPaint* for example.
Picture: loads an IFF picture.
Routine: loads in a routine such as plasma, stars etc.

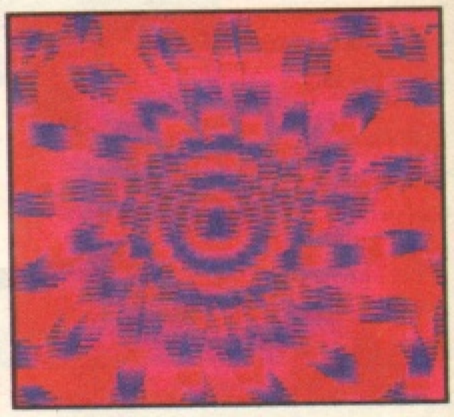
Load Data-Effect
Background: loads an IFF picture or brush from the Background directory, used with routines such as object and tunnel.
Colourset: loads a colourset (as saved from *DPaint*).
Font: loads a font for use with scrolling text.
Landscape: loads a landscape file for use with the Landscape routine (we hope to explain the landscape features more fully in a future issue).
Object: loads an IFF brush or IFF animbrush from the Object directory - the brush is then used as a 'blitter object' or 'bob' with the various object routines.
Text: loads in a text file.
Vector: loads a vector data file for use with the vector routines. *VideoTracker* supports various vector data file types, as output from *Imagine* (maximum size 50K), *Rot*, *Videoscape 3D*, *Pixel 3D*, and IFF brushes. See the on-disk instructions for more details.

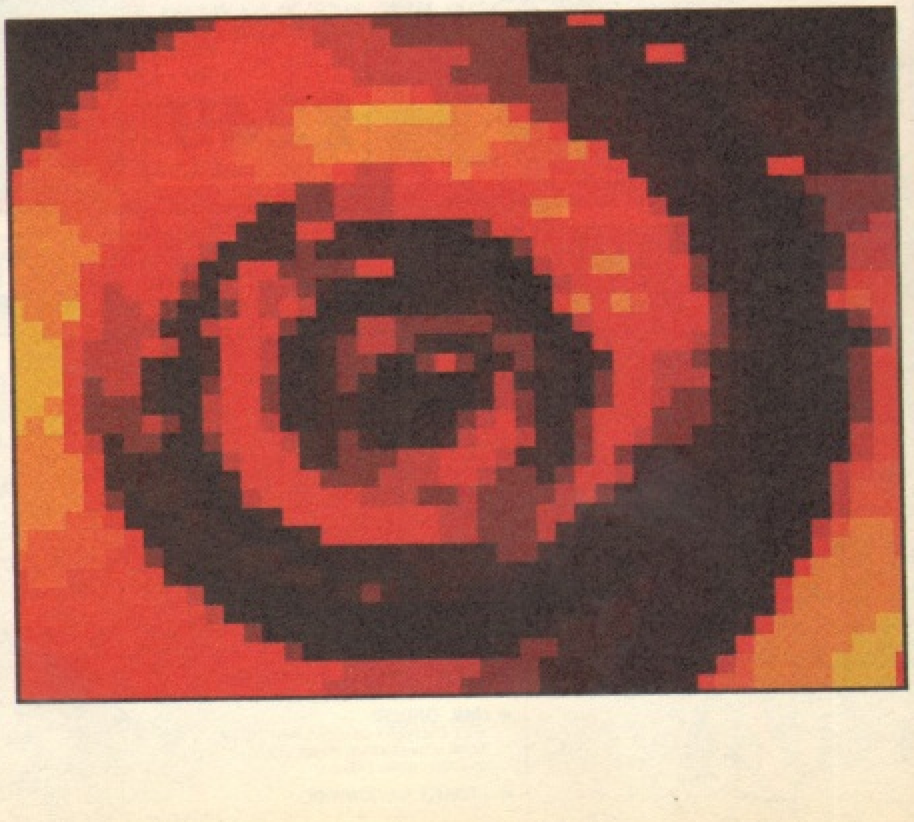
Tools
Clean up Video: when you've been working on a large video, the list of effects can get quite messy. This sorts the list into one continuous block.

Prefs
Vidule loop: this can be on or off. When it's turned on, the demo loops back to the start when it's reached the end. Otherwise, it exits at the end of the demo.
Genlock: only turn this on when you have a genlock connected, otherwise you'll crash the computer. This allows you to mix a video picture with your demo.

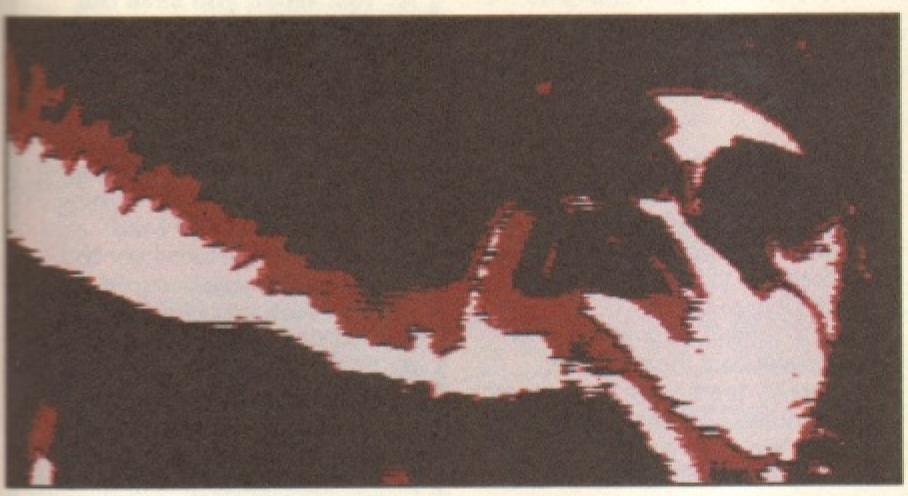
EVERYTHING IN ITS PLACE

Remember to place all of the files for your demo/video into the right directories. Pictures should be in *VideoTracker*'s Picture directory. Coloursets should be in *Video Tracker*'s Colourset directory, and so on. Although you can load a picture from a different directory during the creation of your demo, you should still save that picture in the *VideoTracker*









▲ **VideoTracker actively encourages you to stylise your pictures and animations. For example, this animation can easily be subjected to a number of processes, such as plasma, waves, wipes, colour cycling and more.**

Picture directory, otherwise the Save Vidule option will not work.

MORE EFFECTS

Continuing last month's guide to the effects, here's another batch. Consult the December 1994 issue of CU AMIGA for details on pictures, brushes, animations, animbrushes, plasma, colourgrid, copper magnify, copperpic, wave, picture wipe equaliser and tunnel. The explanations of the following effects have been broken down into six parts: the name of the effect, a brief description, the files needed for it to work, the order in which the files need to be placed in the effect list, the affect of the routine mode, and any other comments.

SCROLL
Scrolling text is handy for many demos and videos. You can easily make professional looking titles for your home videos, or add any text you like to your demos. There are 10 versions of the scroll routine (scroll_L16.rot, scroll_L2.rot etc), which allow you to use fonts of various sizes and colours. Check with the on-disk documentation for details on specific routines and their allowed font sizes.

What you'll need: the Scroll routines in the RoutineAGA directory, a text file in the text directory, and a font from the Fonts directory.

Order of effects: Font, text file, scroll routine.

Routine mode: the routine mode has no effect on the scroll routines. Instead, all the parameters are set by embedding control codes in the text file. These control codes must be preceded by a _ symbol (hold down shift and press the minus key). The codes themselves take the form of a letter followed by a number, with no space in between.

For example, _S3 would select a scroll speed of 3, as S is the control code for a speed change. Below is an example text file, complete with control codes.

```
_E_S0_D50_Y120
_M2_C1_F1rotaerC_F0
_D50_F0_M1presents      _F1
Sheila_F0
_D50
_F0    _S1
A _F1VideoTracker _F0Vidule
wich demonstrates several
scroll-types with
_F1KaraFonts...
Low resolution, 2 colors.
```

The control codes are as follows:
F changes the font. You could have a number of fonts in memory. _F3 would select font number 3.

C changes the colour of the font.

S changes the scroll speed.

M changes the view mode. There are five view modes. Mode 1 scrolls left, 2 scrolls right, 3 scrolls up, 4 scrolls down, and five displays the text directly on screen.

X sets the horizontal position of a character.

Y sets the vertical position of a character.

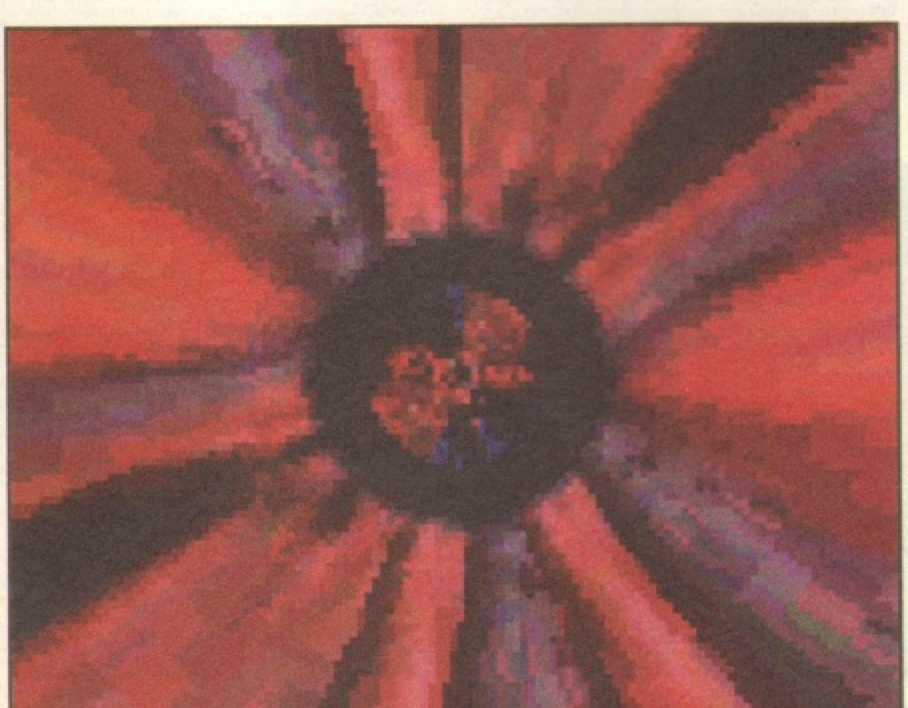
R sets the right hand border of a row, for use with "ranged right" text.

D delays the routine.

E empties the screen.

SCROLLBIG
This works just the same as the other Scroll routines, but it's designed for scrolling bigger fonts. It doesn't work so well as the other routines when using dual playfields, but it does allow the use of fonts up to 80 pixels by 80 pixels in eight colours.

VECTOR
There are 10 variations on the Vector routine. These allow you to include moving vector graphics in your demos. You need to create your vector graphics in a separate program. VideoTracker can load vector objects from *Imagine*, *ROT*, and *Pixel 3D* (when saved out as ROT objects). B»



AUTOBOOTING DEMOS

Once you've finished your demo, you can whack it on a disk, and put it in the public domain, so everyone gets to see and hear it. First you'll need to save your demo as a Vidule file.

Saving a vidule
1. Select Save Vidule from the project menu. You'll now be asked to select a video file to load. This is a bit confusing, as you've just selected save, but VideoTracker likes to load the demo up one last time before it saves it out as a vidule.

2. Select your video file. It will then be re-loaded.

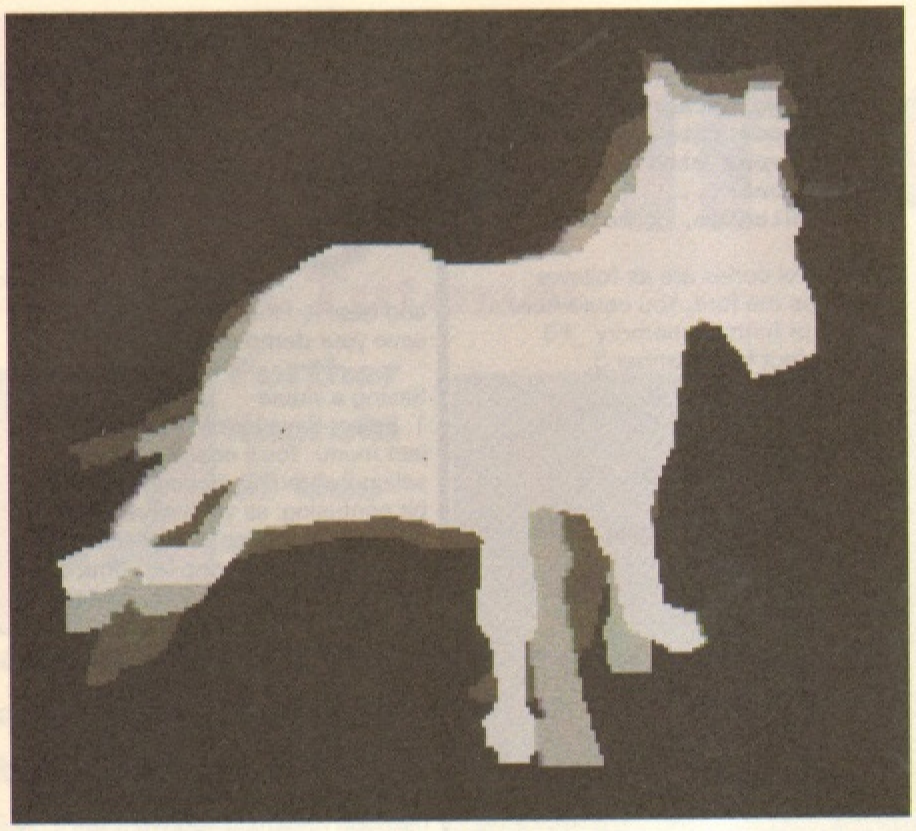
3. Next you'll be asked to select a filename for the Vidule. Use the file requester to select the disk or partition on which you want the vidule saved, and enter a name in the filename box.

Compression
If your vidule file comes out at anything much more than 800K, you won't be able to fit it onto one disk. In this case, you'll need to compress the vidule file. Powerpacker will do the job, but it will need a fair bit of RAM in order for the vidule to unpack once it has loaded.

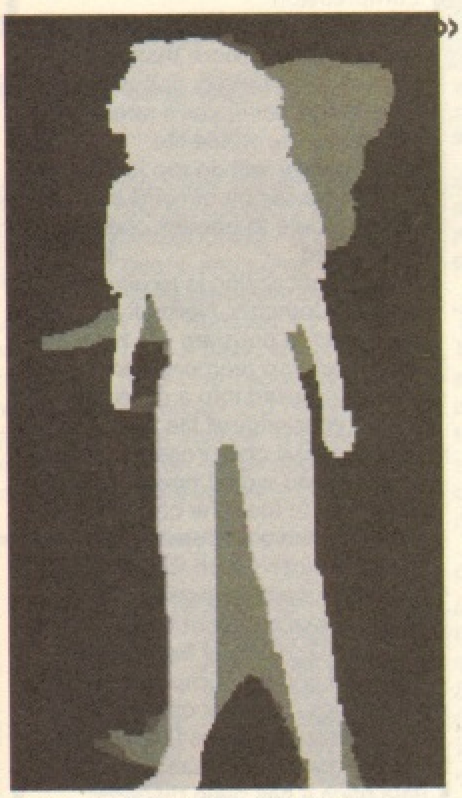
The best option is to use Titanics Cruncher. Normally a compressed program will have to be loaded into memory, and then de-compressed into a different part. If your original file was 1.7Mb, and it compressed down to 650K, you would need 650K of free RAM to load the compressed file, and then a further 1.7Mb of of free RAM into which the file would be de-compressed. That would make a total of 650K + 1.7Mb = 2.35Mb of free RAM for it to load and de-compress.

Titanics Cruncher on the other hand, de-compresses the file while it loads, trashing the compressed data once it has been de-compressed, thus making room for new data to be loaded in. This is how the Some Justice 94 demo manages to fit a 1.8Mb file onto a disk, which still loads, de-compresses and runs on a 2Mb A1200 (and you thought I was going to get through this month's tutorial without a plug for my demo! Ha ha!).

You can get hold of Titanics Cruncher from most good PD libraries. By the way, if you're still using VideoTracker 1.4, you'll need to pass your vidule file through Powerpacker before you can compress it with Titanics Cruncher. Select Process File from Powerpacker's menus. Save it out, and then you can load it into Titanics Cruncher.



▲ Here we have a vector animation that original started out as a colour IFF animation (taken from the Real Things series of animated clipart). It was then converted to vectors with Pixel 3D.



▲ Another vector animation, played back by Videotracker's VectorShade routines.

» creating a series of slightly different vector object frames, you can play animations.

What you'll need: a vector object creation program (ROT, *Imagine* or *Pixel 3D*), a vector object in the Vector directory, and the Vector routines in the Routine AGA directory.

Order of effects: Vector.rot, vector object file, optional subsequent vector object frames for animations.

Routine mode: The vectors can be viewed in a number of different ways, such as filled, outlined, vector balls, pixels and glass filled. The routine modes are a little complicated. Refer to the instructions on the *Video Tracker* disk for a full explanation.

VECTORSHADE

This works just the same as the Vector routine, but it leaves a trail behind the vectors. It uses the copper to do this, so dual playfield effects aren't possible.

PICTUREMOVE

Picturemove allows you to display pictures that are bigger than the size of the screen. It does this by scrolling the picture around in a variety of ways. Using dual playfield modes, you can even move different bitplanes of the same picture in different directions!

What you'll need: a large IFF picture (something like 640x256 pixels), the picturemove routine in the RoutineAGA directory.

Order of effects: picture file, picturemove.rot

Routine mode: different routine modes make the picture scroll around in different ways. Try modes of 1 to 15, or use 102 for a more normal view of your picture.

There is a way of working out the exact effect of the routine modes, but it's it bit tricky. See the on-disk instructions if you really want to know.

GIVE US YOUR DEMOS

Have you created a demo, or even a full blown video, with *VideoTracker*? Do you want to get it to a wider audience than just your mates? Then why not send it in to us!

We're running a competition to find the best, and most original, *VideoTracker* production. We'll accept entries on disk or videotape, but either way, you must clearly state the system requirements. If it's on a tape, is it VHS, is it PAL or NTSC etc. If you supply a disk (or a demo across a number of disks) please let us know which machines it runs on, and how much RAM it requires.

Try to use your own sound samples and music modules wherever possible, and the same goes for the graphics. Submissions must not infringe anyone's copyright, and we don't want to receive a sackful of tweaked demos from the original coverdisk, OK.

Originality and effectiveness are the two main traits we'll be looking for. The winner will receive a goodie box of kit from around the CU AMIGA offices. Entries should reach us by February 28th 1995. The editor's decision is final, and the competition is not open to employees of EMAP.

Send your entries to:
VideoTracker Competition, CU Amiga Magazine, 30-32 Farringdon Lane, London, EC1R 3AU, England. Good luck! ■

COMMONLY ASKED QUESTIONS

Just like any program, *VideoTracker* has its quirks. There are a few questions that keep cropping up from readers, such as these:

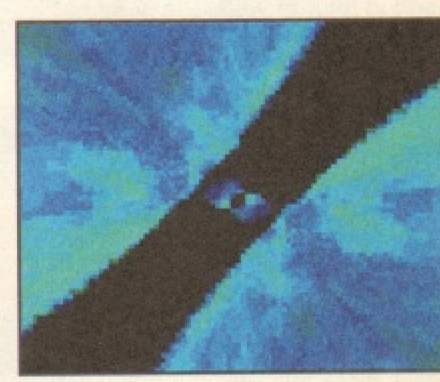
Q: I want to create a demo that automatically loads in separate parts, possibly from more than one disk. Is this possible?

A: Yes. When you save out your vidule files, make sure that you have the Vidule Loop option turned off. You can then put as many of these as will fit onto a disk, and call them from a simple startup-sequence. Once each is finished, the next will load.

Q: Sometime when I try to use plasma or colourgrid effects with big pictures, the screen fills with garbage.

A: *VideoTracker* doesn't like using these effects with certain picture types, such as interlaced images for example. Future updates should clear this up. For now stick to non-lace in these situations.









▲ Tunnels like these are easily created. Make yourself a two-colour low resolution IFF screen, and save it into Videotracker's Background directory ...



▲ ... Then load it into VideoTracker with the Load Background menu option, and into the next effect slot, load the Tunnel.rot routine. Bingo! One wacky tunnel!

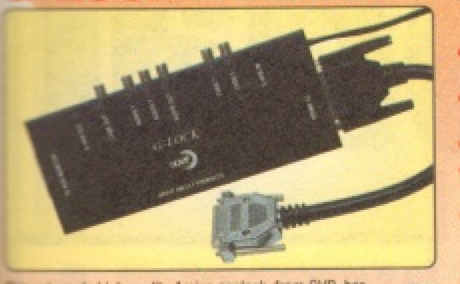
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These optional cards have six GVP SIMM sockets to go up to an extra 96Mb. Add that to the maximum 32Mb on the board for a total maximum RAM of 128Mb.

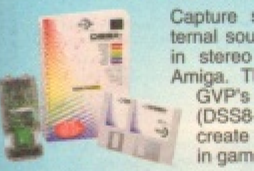
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*MIPS: Millions of Instructions / second; a normal Amiga runs at .67 MIPS

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ProCalc Tutorial

PART 3

The November CU AMIGA coverdisk was the stunning ProCalc spreadsheet – without doubt the best spreadsheet for the Amiga! Computation maestro Andy Leaning continues his tutorial guide to this £159 program.

Over the last few months we've shown how to start off using what is probably the best productivity coverdisk for several years – CU AMIGA *Pro Calc*. Continuing this series, we'll now look at some of the advanced editing facilities of the program.

Readers following this series will immediately notice that this month's tutorial does not cover functions and graphs, as advertised in the last issue. However, after hearing from many readers, it was obvious that more information on editing was needed. So without further delay we'll leap into the more advanced cell movement functions.

JUMP TO IT!

Those of you still here after last month will know that you can move around the spreadsheet one cell at a time. But there are also many other ways to do it. If you hold down one of the cursor keys to move the cursor around, it moves from cell to cell. Now try it holding down the alt key. This time the cursor jumps whole screens at a time!

Using the PgUp and PgDown keys on the keypad will also allow you to jump up and down screens. Talking of jumping around, you can move to any cell in the spreadsheet by selecting Goto Cell under the Commands menu – clicking on this will prompt you to enter a cell number. Type in G17 and the cursor will jump to this location. To jump back to cell A1 there is a quick shortcut: simply press Home. Pressing End has the reverse effect and takes you right to the end of the spreadsheet.

HOLD THE TITLE

As you move around the spreadsheet you'll find that you often lose the headings you've set up. For example, say you had a title in cell A1, and then moved down the screen. As you move down, cell A1 would scroll off the screen. The same applies for horizontal movements.

You can get around this by using the Freeze command, found under the Options menu. Try it out using the following. Move the cursor to cell A1, enter some text – 'CU AMIGA MAGAZINE is great' will do. Now with the cursor still on cell A1, select 'Options', 'Freeze', 'Row' and then move the cursor down. Now the spreadsheet will scroll upwards but row one will remain on screen – very handy. You can use 'Freeze', 'Column' for columns to do the same horizontally.

EDIT OPTIONS

Suppose you've created a spreadsheet, complete with titles, and then suddenly realise you need to enter another line (a subtitle for instance). Well, don't worry because under the Edit menu you'll find two cunningly titled options called 'Insert Row' and 'Insert Column'. to use these all you have to do is simply move the cursor the place where you want a new row or column, click on the desired menu, and hey presto: a new row or column will appear.

Under the Edit menu you'll also find two options called 'Delete, Column' and 'Delete Row'. These delete the current row and column – shocking huh!

Also under the edit function is an option called 'Fill' with 'Down' and 'Right' as secondary options. These will take the currently selected cell and copy it to the highlighted cells below it or across from it (depending upon the menu option selected) and update any reference to other cells accordingly.

As an example of this try the following: move the cursor to cell A1 and enter 1. Then in cell A2 type in '=A1+1', follow this by selecting a range from A2 down to the bottom of the screen (drag the mouse from A2 down) and finally click on 'Edit', 'Fill', 'Down'. The column will now fill with numbers, having copied the contents and updated it for you. This facility is amazingly powerful for quickly knocking up spreadsheets and will save you heaps of time.

GET PASTED

Another command under Edit that we should cover is Paste. In most Amiga programs you cut something out of a document and then paste it back in. In *Pro Calc* this sensible approach is continued, but expanded upon.

Enter a formula in a cell, A3, for example - "=sum(a1:a2)" and click on 'Copy' from the Edit menu. Now move the cursor to A6 and click on 'Paste', 'Results Only'. The pasted results will be the exact result of adding cells A1 and A2, ie the results only. Selecting 'Paste', 'Relative' will paste in the formula and update the references according to the new position.

Hope that lot sorted out your editing worries. Next month we'll start looking at the graphing features, so you can create some nice presentations to go with your text. ■

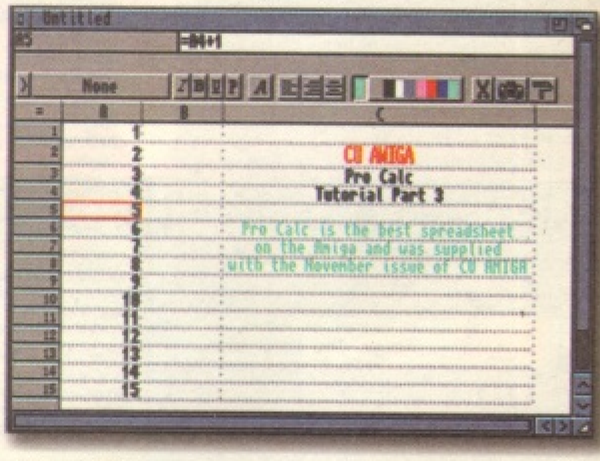
I MISSED IT!

If you missed the November 1994 issue of CU AMIGA, and what was undoubtedly one of the best coverdisks ever, worry not. Although stocks are running low you still have a chance to get it - if you hurry. Simply pick up the phone and dial 0858 468888, ask for CU AMIGA back issues and order your copy now!

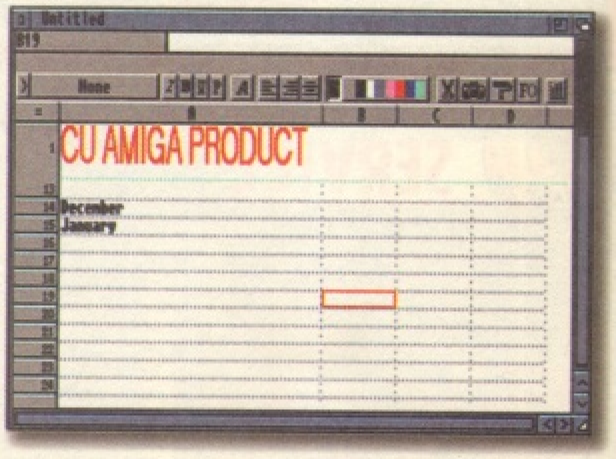


QUICK REFERENCE TO EDITING!

ACTION	KEYS/OPTIONS
Move around horizontally in steps of one screen	**Hold down the Alt key whilst pressing a cursor key**
Move up and down in steps of one screen	**PgUp or PgDown with NumLock off**
Jump to cell A1	**Press Home**
Move to last cell	**Press End**
Jump to any cell	**Select Goto Cell under the Commands menu and enter the cell address, ie A5**



▲ *Freeze! This screenshot shows the Freeze command in action. Notice how the cell below A1 is not A2, but a higher one.*



▲ *Fill Down. The fill down command has been used to quickly fill a whole column. This can save you valuable time.*

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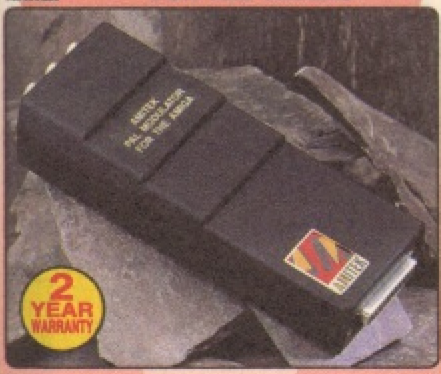
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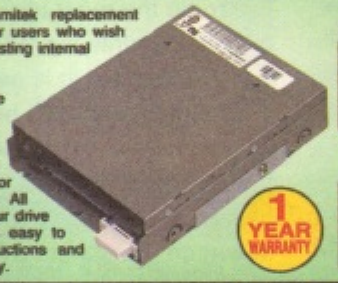
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X-Cad Designer

Tutorial

PART 1 **Last month's coverdisk caused quite a stir. André Digard shows you more of what can be done. This month you'll learn how to draw a house in isometric perspective.**

info — beginner

This tutorial assumes that you have a basic knowledge of isometric drawing. If you are unsure about using isometric, your local library should have several books on the subject (look under Technical and Engineering Drawing or Craft, Design and Technology). Essentially it works like this: vertical lines remain vertical, horizontal lines are 'rotated' to -30 degrees (30 degrees below the three o'clock position)and depth lines are shown at +30 degrees (30 degrees above the three o'clock position). The best way to understand isometric is to look at it though, all of the screen shots shown here are fine examples of how it works. In general, an important rule when working with isometric is to draw from the front to the back. This will ensure that you have as few lines to trim as possible, making for a tidier picture. Conversely, drawing from the back to the front will produce more accurate pictures but will increase your workload phenomenally.

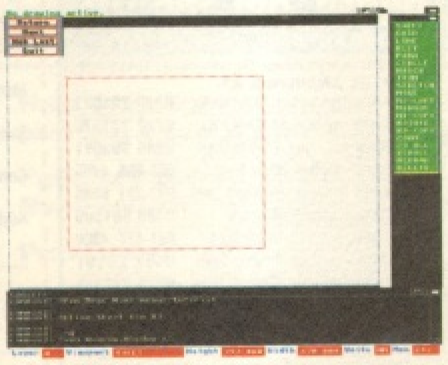
The tutorial guide which was covermounted on last month's CU AMIGA was designed to give you a brief rundown of *X-CAD Designer*'s numerous functions. This tutorial is designed to take the experience you are sure to have gleaned from the book and turn it to far grander purposes. The skills you learn here could easily be applied to drawing your own house, car or any other object you would like to create to scale on paper. You could even use *X-CAD*'s Plot IFF function to provide you with a highly accurate template for paint packages like *DPaint* (as in Figure 31).

X-CAD Designer can be used to create diagrams of just about anything you care to think of, from a plug to a power station. So it's no surprise that *X-CAD Designer* is used in many professional situations and has several recognised advantages over *AutoCAD*). Enough talk! On with the show!

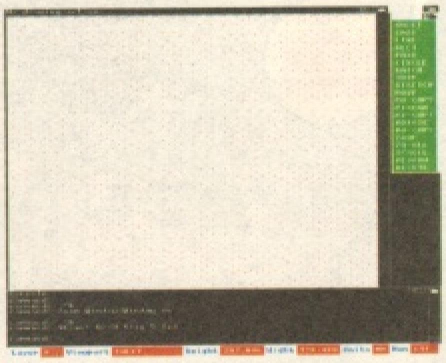
TUTORIAL 1

USING ISOMETRIC PERSPECTIVE

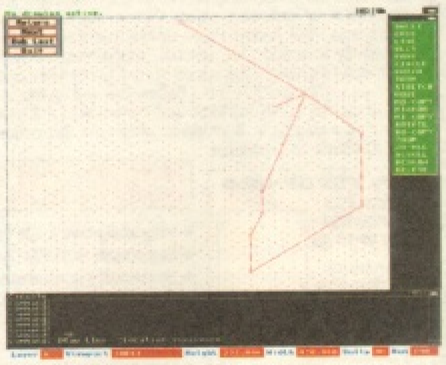
You'll notice that when you are drawing the house in this tutorial there is a complete lack of regard for actual dimensions. There are three reasons for this. Firstly it would have taken a lot longer article than this one to draw an exact replica of a house, even though *X-CAD Designer*'s dimensioning facilities are extremely good; secondly it seems reasonable that you would want to draw your



▲ **Figure 1. A fairly large central area was zoomed in on. This is to stop the picture from running over the edge and to make it easier to add extras later on.**



▲ **Figure 2. A size 5 isometric grid was created to help get an accurate outline.**



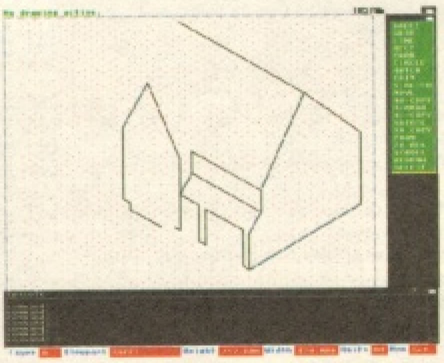
▲ **Figure 3. The beginnings of an outline ...**

own house rather than this one; finally, with modern houses such as the one drawn here, the builders don't seem to be bothered with dimensions either!

THE OUTLINE

1 Getting the actual outline correct of the object you intend to draw has to be the most important part of the original drawing. Thankfully, with *X-CAD Designer*, it is easy to chop and change what you have drawn until you are satisfied with the results.

Let's begin. Our house was drawn on the standard *XCAD Designer* A3 sheet. So the first job is to ensure that the entire drawing

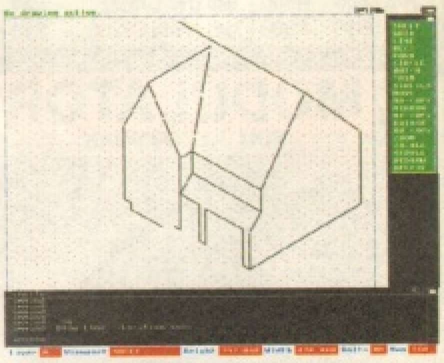


▲ **Figure 4. Aha! This is starting to look like something. Note the different heights of the main roof and the door.**

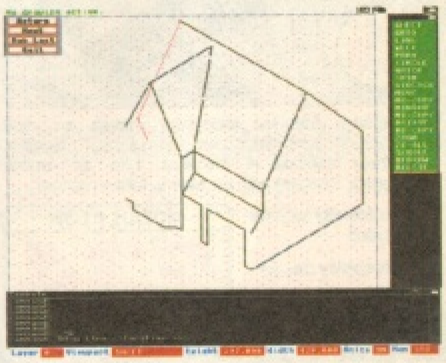
fits onto the sheet. To do this zoom into a fairly large central area as this has two advantages. First it will stop you from running over the edge of the paper, which can be extraordinarily frustrating. And it will enable you to add further details, such as a garden, relatively easily. See Figure 1.

2 Next up is to create an isometric grid. The grid here was created by first selecting GRID from the toolbar, selecting a size of 5 followed by a click on SPACE then a click on ISO and finally RETURN. See Figure 2.

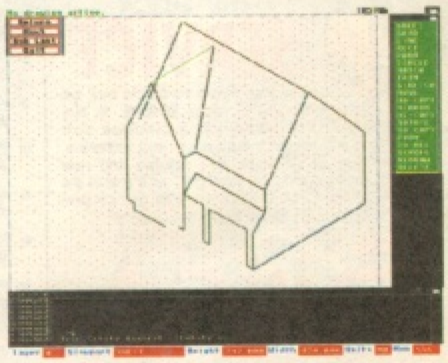
3 Figures 3, 4 and 5 show how the outline was constructed. There are several things which are worth noting:



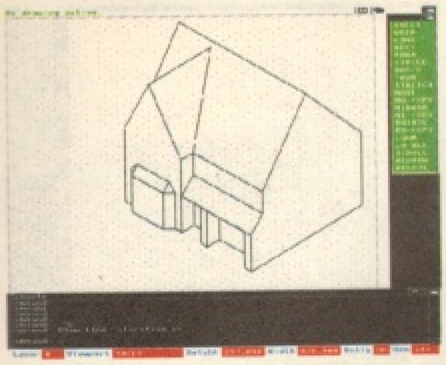
▲ **Figure 5. It's amazing how fast things can take shape.**



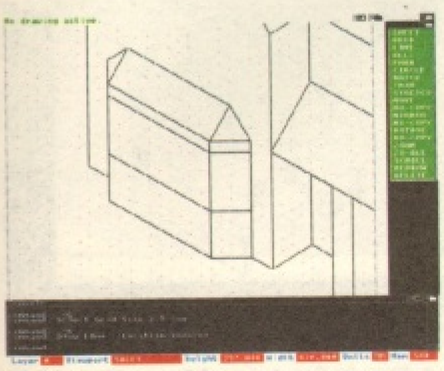
▲ **Figure 6. The edge of the main roof being drawn in ...**



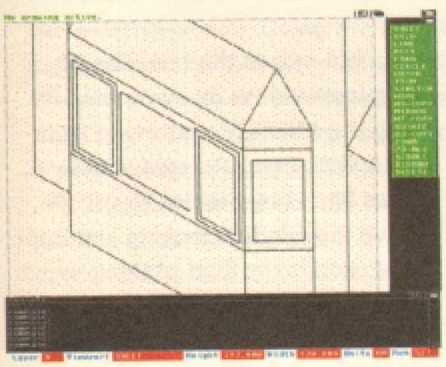
▲ **Figure 7. ... and trimmed down. If you look carefully you will see that the one of the lines has been selected.**



▲ **Figure 8. The completed roof line. There have also been several minor improvements along the way, like the garage door and the bay window.**



▲ **Figure 9. A close-up of the windows being started ...**



▲ **Figure 10. ... and becoming more detailed.**

i. The roof of the front part of the house is at a different height from the main roof, which is common amongst many houses in this style. However, no attempt has been made to accurately reproduce this effect, instead a 'close miss' technique has been used to convey the general impression. If you require accuracy, there are workable techniques which are described in almost any book on design.

ii. The roof is the same length as the front of the house.

iii. The bay window at the front of the house gives a particularly good example of how lines work in isometric perspective. This outline shows all of the important angles which are used in isometric drawings.

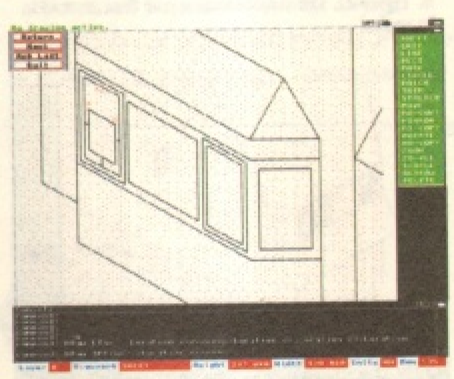
4 The main roof was completed by dragging out its edge to the point where it would go if it were entirely visible and then using TRIM to cut it to size. The process is shown in figures 6 and 7. TRIM was used with its AGAINST option selected, clicking on the top of the front roof first as that is what was trimmed 'against' and only then on the end of the other line. The result is a neatly drawn roof which works well visually and looks as it should.

5 The next thing done was to add some detail, filling in the bay window, the front door and the garage door. Notice that the roofs of both the 'lean to' over the garage and the bay window have been completed. This is shown in Figure 8.

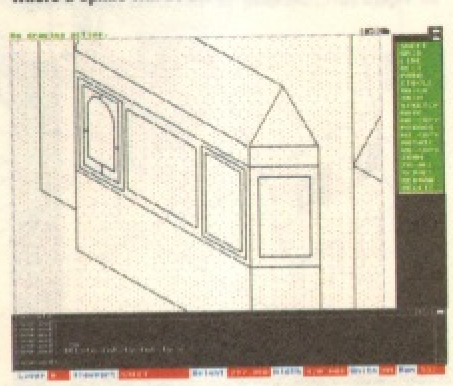
6 To add proper windows, first of all it was necessary to zoom in closer, then to increase the resolution of the grid to a 2.5 isometric. Then some rectangles were added, as shown in Figure 9, these are to be the outlines of the window frames.

7 The GRID size was doubled again, taking it to 1.25 isometric, and the outline of the windows themselves was added. Then, to make the detail work easier, the grid sized was doubled again, to 0.625 isometric and the level of zoom increased. Taking advantage of the finer grid, the joins between the windows and the frame were drawn in, as shown in Figure 10.

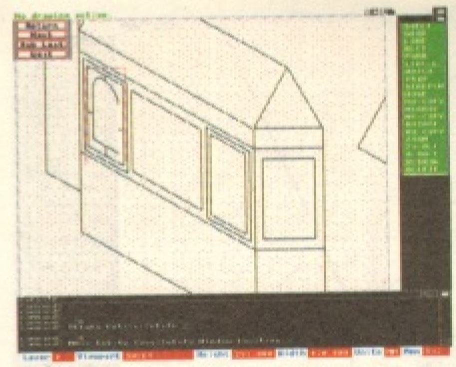
8 Figure 11 is an interesting one, it shows one minor thing and one of the most important functions in isometric. The minor thing is the detail of the design used in the window frame, admittedly half finished. The major thing is how the design was being completed. If you look closely, you will see several small red crosses. These are positioning points for a SPLINE. The reason for all of this ballyhoo about the spline is that it is the only way to draw circles and arcs in isometric. For a detailed description of how accurate circles are drawn in isometric you'll need to consult a book on the matter. Suffice to say that splines provide a reasonably accurate system of drawing circles and arcs, though to understand why and how to use them is something else (see box entitled, 'Cutting Corners' page 144). Figure 12 shows the completed design.



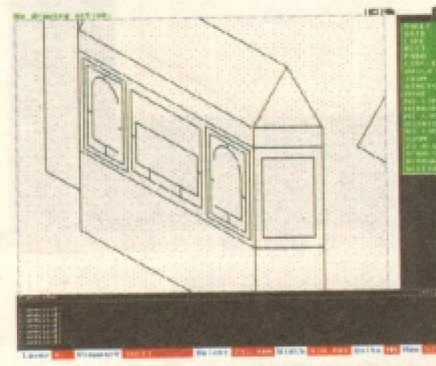
▲ **Figure 11. The beginnings of the design being put into the window. Notice the small red crosses; this is where a spline will be drawn and made to look like ....**



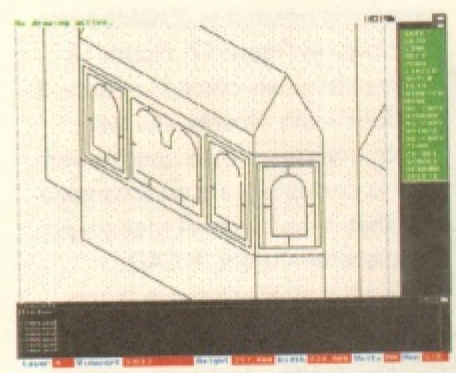
▲ **Figure 12. ... this. The completed window design. Notice that the horizontal cross bar has been deleted.**



▲ **Figure 13. Time to copy that design. Take particular care when doing this. Remember that only lines which are entirely inside the red window will be copied.**



▲ **Figure 14. The copied design and the beginnings of another design in the central window.**



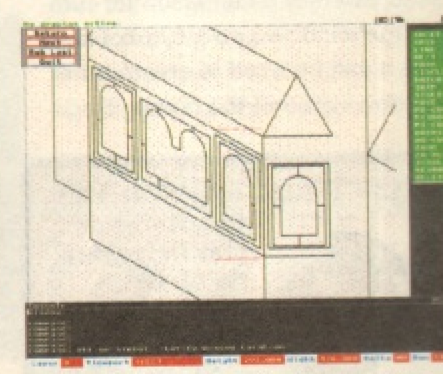
▲ **Figure 15. The completed central window, along with the far easier to draw side window.**

9 To save time when drawing the other windows, which is what *X-CAD Designer* is all about, the design from the one window was copied to another. This was done using the MO-COPY command from the toolbar, with the WINDOW option selected from the LOCATION pull down menu. With a little manual dexterity, the window was exactly as shown in Figure 13, which is important as otherwise extraneous lines might be copied.

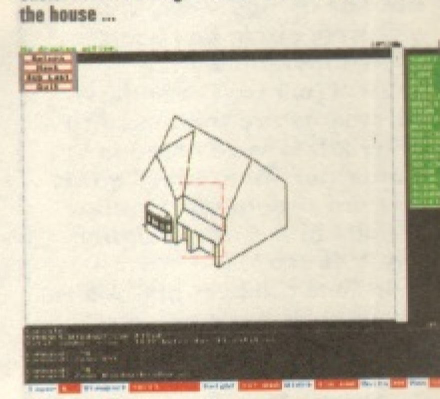
10 The result of the copied design can be seen in Figure 14, which also shows the start of a design for the central window. Figure 15 shows what the central window looks like after the spline from the first window's design has been used twice and a small line joins the two splines (remember that splines cannot be trimmed).

The design could have been done by drawing some new splines as an alternative.

Also immediately obvious is that the side window has been done. It was created using a combination of RECT, LINE and DRAW ARC.



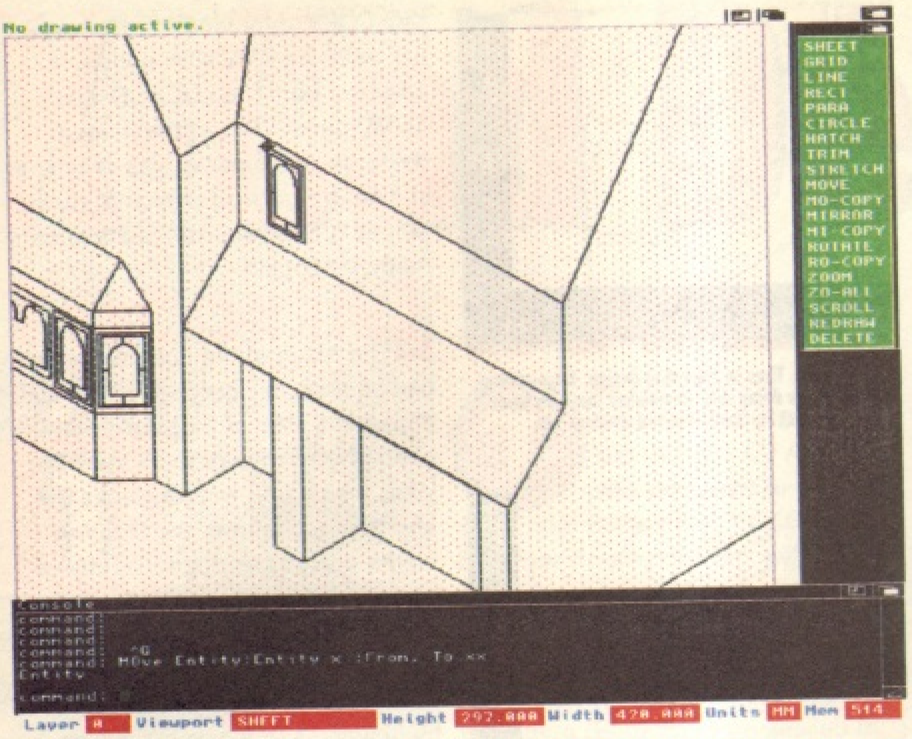
▲ **Figure 16. The entire opening window was then turned into a symbol. This was done to make life far easier when drawing in windows around the rest of the house ...**



▲ **Figure 17. ... such as the windows which are needed in this area.**



▲ **Figure 18. Firstly, a window over the front door. Notice that it has been positioned more than once. X-CAD Designer's ability to do this can be an absolute lifesaver.**



▲ Figure 19. The other window in this area is a double window, so two symbols were used.

11 Figure 16 shows one of the windows being turned into a symbol, once again the WINDOW option is used carefully. The reason for turning the window into a symbol is so that it can be used to create other windows around the house.

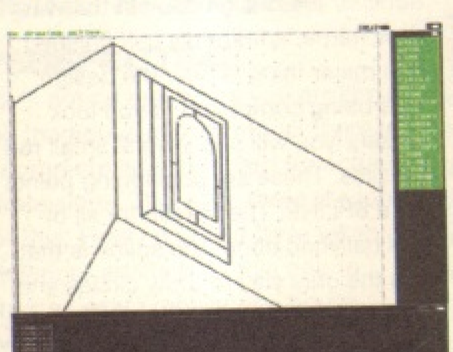
CUTTING CORNERS

Creating circles in isometric can be a major headache. The traditional way of drawing circles is to use a template like the one in Figure 32, where a normal circle has been drawn then measured at several points. These measurements are then used to draw a freehand curve in isometric. Theoretically, this method should work quite happily in *X-CAD Designer* but it doesn't.

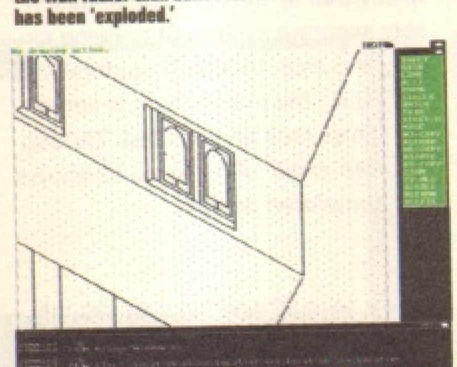
In fact the best method is to simply draw a cross with the correct measurements as a guide and then to use DRAW SPLINE. To show that it is reasonably accurate, I have left in two of the correct measurements in Figure 33. If you look closely you will see the points selected for the spline to be drawn to. Note that DRAW SPLINE should be used with the CLOSED option selected when drawing circles.
The completed circle can be seen in Figure 34, along with the other aspects of circle drawing. As you can see, it is far from perfect but does at least come close to the correct proportions.

12 Now to put the window symbol to good use. An area of the house where it is needed is ZOOMed into, as shown in Figure 17. Figure 18 shows the newly placed window. If you look really closely, you will notice that the grid around the window is corrupted, a sure fire indication that it took several tries to get the placement right. *X-CAD Designer*'s ability to move things around like that is one of the main reasons for using it.

13 There should be a double window over the garage, so two windows were placed there, as in Figure 19.



▲ Figure 20. To give the window a little depth, an outline was added. This makes the window look built into the wall rather than built onto it. Note that the window has been 'exploded.'

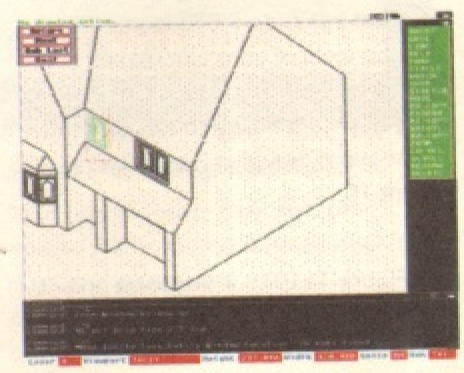


▲ Figure 21. The same was carried out for the double window.

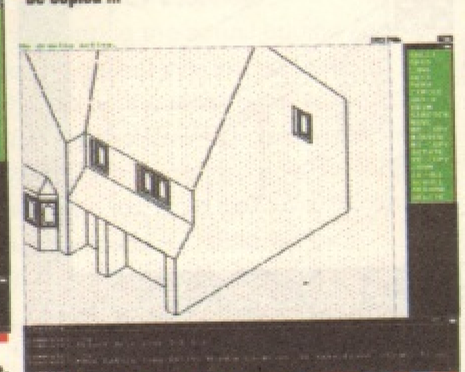
14 The windows don't look quite right sitting flat against the wall, so lines were drawn to give the impression of them being sunk a little way into the wall. The close up picture of the single window in Figure 20 shows this.

Again, a closer inspection reveals an other small change. The window symbol has been reduced to its component parts using the EXPLODE SYMBOL option in the SYMBOLS pull down menu. Figure 21. Shows the same having been done to the double window.

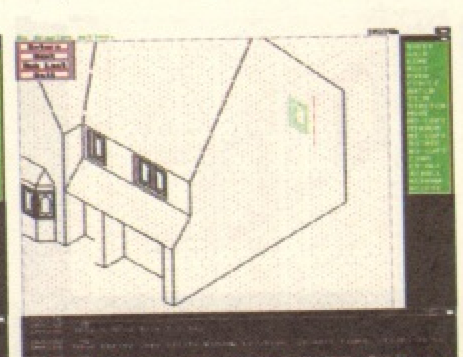
15 After having zoomed out a little, something very strange was done with the single window, it was moved using the MO-COPY command, again with the WINDOW option, as seen in Figure 22. The very strange thing can be seen in Figure 23. It simply does not look right where it has been placed ...



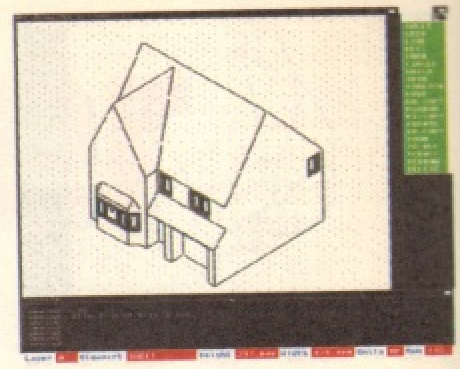
▲ Figure 22. The single window was then marked to be copied ...



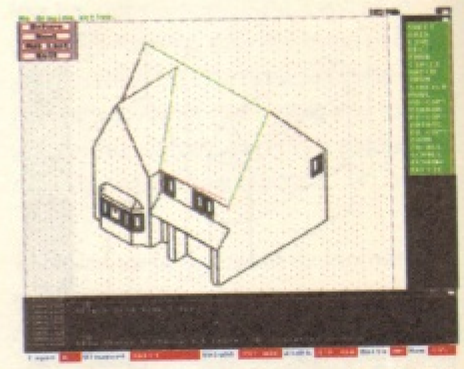
▲ Figure 23. ... but hang on! This looks really wrong!



▲ Figure 24. Ah! It's going to be mirrored. That should get it looking better.



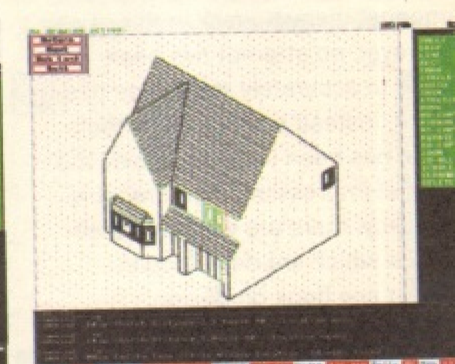
▲ Figure 25. The house with the window in place. Starting to look good huh?



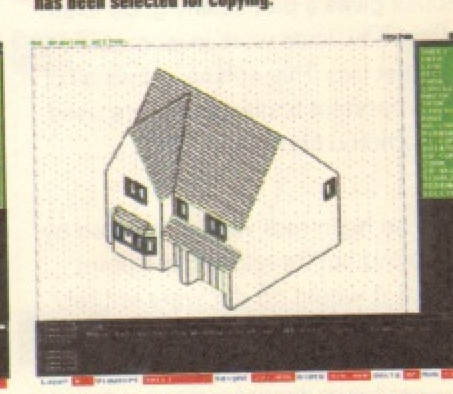
▲ Figure 26. If you look carefully, you will see that all of the lines around the main roof have been traced.

16 ... but one of the beauties of using isometric is its symmetry. By using the MIRROR command from the toolbar along the axis shown in Figure 24 ... hey presto! Figure 25 shows the window looking just right. Again, this is the kind of thing which CAD programs find a doddle, the kind of thing which takes ages in conventional drafting.

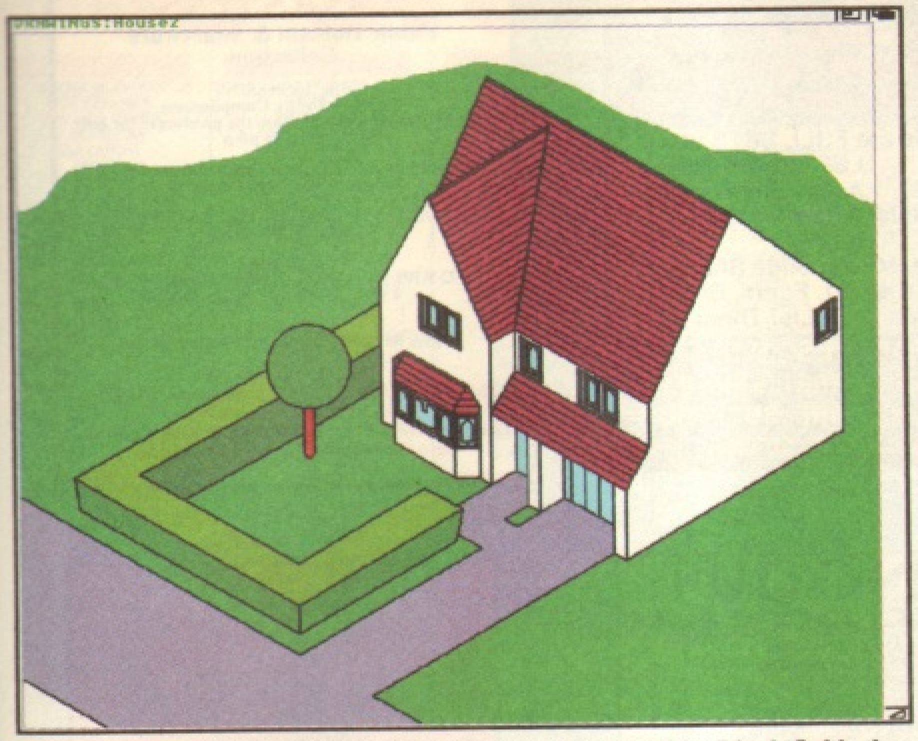
17 With a little zooming out and in, it was time to change the grid size



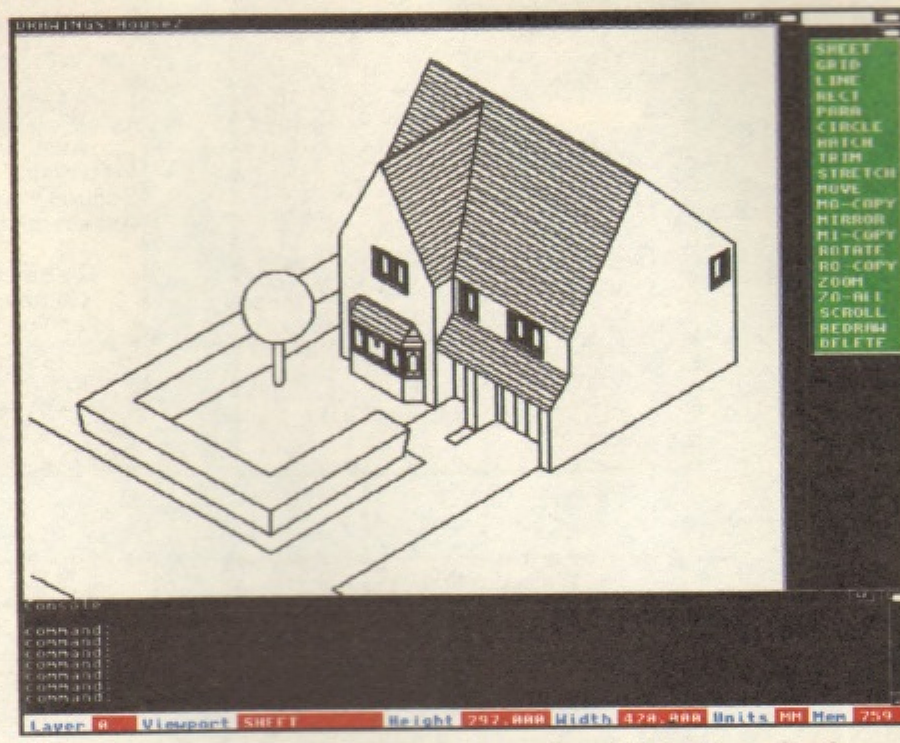
▲ Figure 27. The result of all that cross hatching, a decent set of roofs. Also note that the double window has been selected for copying.



▲ Figure 28. The completed house. There is still plenty that can be done though...



▲ **Figure 31. The result of putting that plot through a paint package. A great way of visualising the final drawing. If you intend to use X-CAD Designer professionally, these kind of pictures could tip the balance in your favour.**



▲ **Figure 29. ... as this picture shows. Even here, there is no guttering or added detail. Hmm, perhaps there should be a car in the driveway. Now that would be a challenge!**

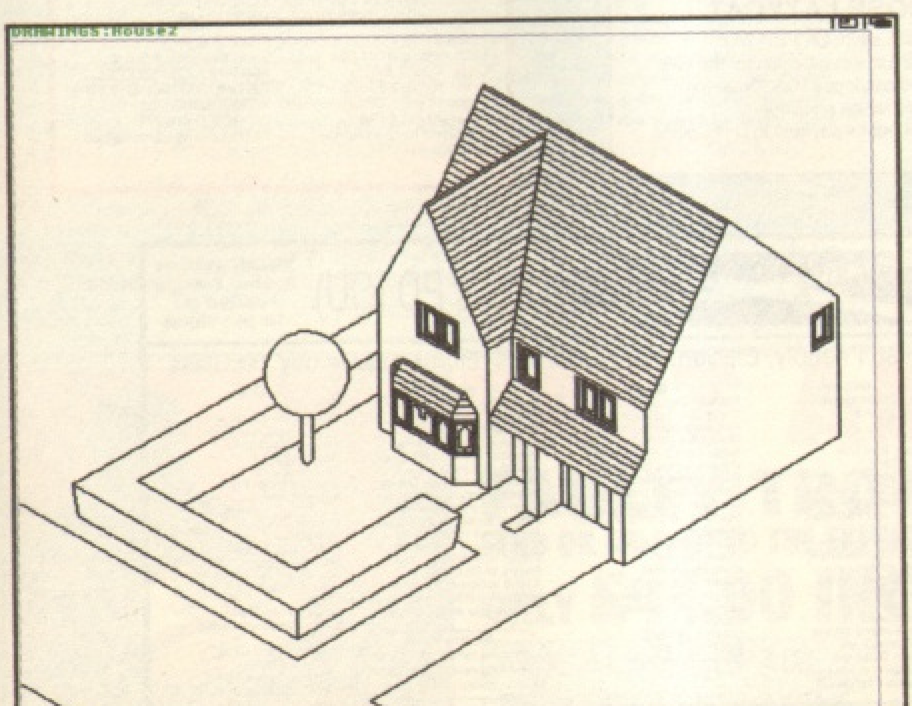
back to 5 isometric. The reason for this? Cross hatching. Might not seem the most obvious thing to do but watch and see. Using the HATCH option from the toolbar, a distance of 2.5 and an angle of -30 degrees, the main roof of the house was outlined. This is shown, though difficult to see, in Figure 26, where the last point is about to be placed. Every corner of the main roof must be clicked on for this to work properly.

18 The rest of the roofs were cross hatched in this manner, as shown in Figure 27, and you may wish to take particular notice of the angles used: Main roof -30 degrees. Front roof portion +30 degrees. Lean to over garage -30 degrees. Roof over bay window, from left, +90 degrees, -30 degrees, 0 degrees. The garage door was cross hatched using a distance of 5 angled at +90 degrees.

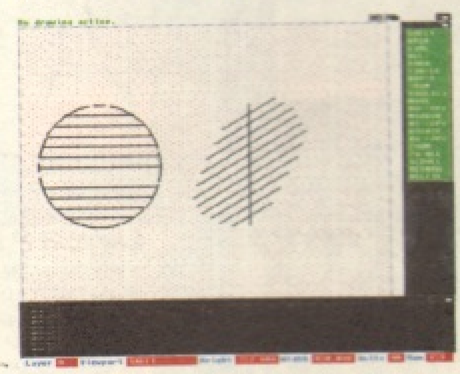
19 Also shown in Figure 27 is the fact that the double window over the garage is about to have MO-COPY used on it. The simple reason for this is to place a copy of it over the bay window, the result of which can be seen in Figure 28.

X-TEND

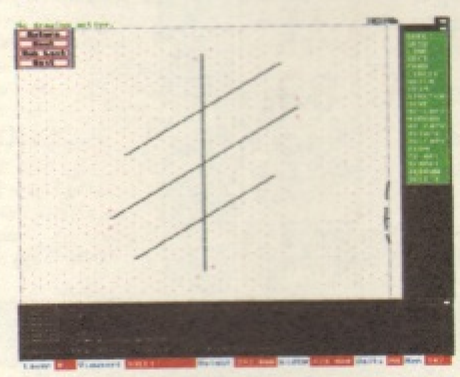
Using a little inventiveness there are plenty of things which can be added to this little scene, some of which are shown in Figure 2 9. Other things which could be added include a car, a dog, a cat, people etc. There are very few limits to what you can add. And extras like PLOT IFF make it all the better because it enables you to use your drawing with paint package such as *DPaint*. For example, with *X-CAD Designer* in high res mode, increase the size of the sheet to take up the entire screen, zoom in to the area (as in figure 30). The plot will be a good size and it can then be coloured in using *DPaint* or a similar paint package (figure 31). More next month ... ■



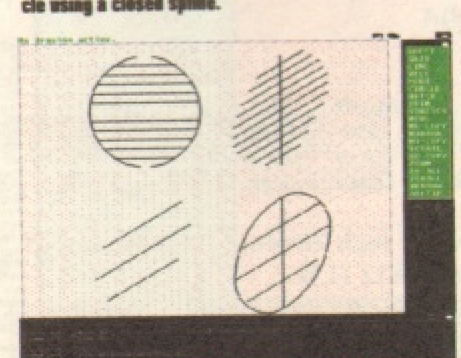
▲ **Figure 30. With the page resized to fill the entire screen, this is the best way to use Plot IFF (or Plot Preferences for that matter).**



▲ **Figure 32. The traditional method of drawing circles in isometric. Once the circle was drawn, the template would be deleted.**



▲ **Figure 33. A much faster, if less accurate, way of drawing the circle is to simply use the two main axes as a guide. If you look closely at this picture, you will see where the points are for drawing an isometric circle using a closed spline.**



▲ **Figure 34. The resulting Spline, shown with its template, gives an idea of the accuracy to expect.**

X-TRA XCAD DESIGNER DATA

A few errors crept into the guide free with last month's issue. Here are the ones we have discovered so far:

Page 59. Unfortunately, ellipses CANNOT be placed using points, they must be placed using standard positioning methods.

Page 93. The last tip, the one about using splines, refers to a picture on page 88. In fact the wrong picture was used on that page, the picture on page 12 shows the toilet seat fairly well though.

Page 97. A few command short-cuts were wrong. Here are the correct ones:
DEFINE SHEET - DEF SH
DEFINE SYMBOL - DEF SY
DELETE ENTITY - DEL :

Page 98.
SCALE ENTITY - SCA

Next Month

Next month features a double bill, a cut away diagram of a petrol engine and a simple electronic circuit board.



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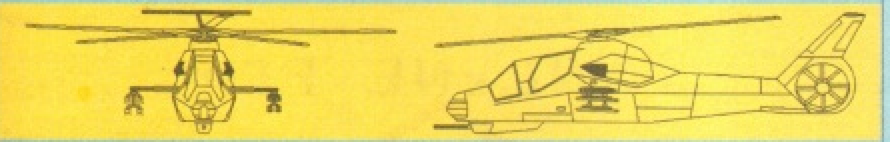
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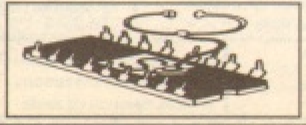
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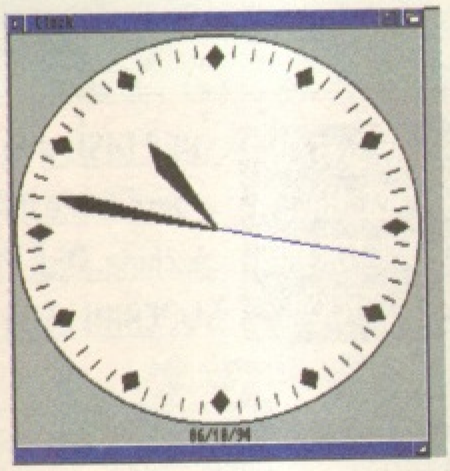
I own an A600 with a 2Mb upgrade running a 214Mb Zappo SmartStor Plus via the PCMCIA slot.

When I upgraded the RAM I didn't include a clock, as at the time I didn't have the hard drive and so didn't think it worthwhile. So, the questions I would like to ask are:

1. Can I purchase a clock to fit onto the expansion board, or do I have to buy a new expansion?
2. Can you tell me if anybody makes a larger upgrade than 2Mb for the A600? I've seen plenty for the A1200 but I can't find any for my model.

I hope that you can help me with my problem and in the meantime carry on the good work.

Tim Then, London.



I'd be glad to help Tim, but you won't like the answers. Sadly, you can't just upgrade your existing RAM upgrade to include a clock, I'm afraid you're going to have to buy a new RAM board with a clock. With regard to the expansion of the A600 beyond 2Mb you are unfortunately limited to just 2Mb. Whilst it is technically possible to fit more it would involve modifications to the A600 motherboard, something which has put off developers from releasing a larger upgrade.

PASCAL PROBLEMS

I am hoping to start an Open University course in Computing at the beginning of 1996, which means I have to buy a PC. However I don't intend buying one until I really need to (very sensible – Ed). Part of the course involves programming using *Pascal*, so for some practice I was going to buy *Pascal* for the Amiga thinking that *Pascal* on the Amiga is the same as *Pascal* on the PC. However, after speaking to other computer owners (Amiga & PC) I'm rather confused. Some say *Pascal* is exactly the same on both formats, some say it's not. Also some say that other languages on both formats are different although they have the same time. Please, please can you help as I want to start as soon as possible.

Phil Rawson, Manchester.

Hmmmm, as my own college tutor was fond of saying 'a little knowledge is a dangerous thing'. Your friends know a little bit, but are confused. Programs written in high level programming languages and use something approximating English instructions, ie *Pascal*, will, in most cases, work on other computers. So, you can take the source code of a program in written in *Pascal* on a PC and with a little effort use it to work on the Amiga. However most compilers (the software that takes this source code and turns it into programs you can run) often build upon the original programming language and add extra capabilities to the language. It's a bit like Americans taking the English language and adding their own words to it – creating a similar but different language in the process.

Therefore Microsoft *Pascal* will have commands that Borland *Pascal* doesn't, and vice versa. This means that even *Pascal* programs written on the same computer may not always work on that computer, in the same way that you may not understand what an American is saying even though they are technically speaking English. The way around the problem however is to ensure that your programs only use genuine, original, *Pascal*, doing so will be easier to transfer across.

MODEM MANIA

I own an Amiga 600 which I am going to upgrade to 2Mb. Could you please answer the following questions:
1) I am considering buying a modem. Which would be most suitable; the ACEEX fax modem, The Speedcom+ B, or +Ef, or the Robotics Sportster.

2) Would a fast RAM upgrade (via the PCMCIA slot) increase my machine's speed when using a modem. Can you also please list the advantages of a PCMCIA upgrade.

W. Smith, Surrey.

We haven't reviewed the Speedcom modems so we can't comment but both the Robotics Sportster and the ACEEX fax modem are fine modems and worth having. Adding extra memory of any sort to your Amiga will not improve the speed of actual transmission of data via the modem, nothing short of a faster modem will do this.

However adding extra RAM will speed up uploading and downloading as you'll be able to store files in RAM during the transfer, so the modem won't be kept waiting whilst it reads or saves to the slower disk drives.

CD-ROMARAMA

I am thinking about buying an CD-ROM drive for my A1200, but I have a few questions first.

1) Would I be better off buying a CD32 and using something like *ParNet*?
2) If I get a CD-ROM drive will it play all CD32 games?
3) Can I still add other PCMCIA peripherals if I use the Indi CD-ROM drive?
4) Is anyone doing any serious applications with loads of data on CD-ROM, like I've seen on PCs?

O. Worika, London.

These seem to be very popular questions. The CD32 will be a better choice if all you want to do is play

CD32 games, but then you'd miss out on the huge number of PD CD discs. There are also a growing number of discs appearing that hold masses of graphics and sound files for use in programs like *OctaMED* and *DPaint*.

There is some confusion about the exact compatibility of the Indi CD-ROM drive with CD32 games, something which we hope to clear up in the very near future with a massive test of CD32 titles on it.

Unfortunately whilst you've got the CD drive plugged in you can't use any other PCMCIA peripherals, however all you need do is turn off the Amiga, slide out the interface and plug in your other PCMCIA product. You may have seen PC CD-ROM discs that contain programs and loads of clipart, ie Corral Paint, but have you seen the price – hundreds of pounds! Having said that I know of at least one developer currently considering doing a paint package with clipart on CD – as the saying goes 'watch this space'.

EXPAND AND DELIVER

Please help! I got my A1200 because it was supposed to be so expandable – what with its trapdoor bay, internal IDE and PCMCIA slot. However I've added an accelerator (using the trapdoor), and fitted an internal hard drive and now I'm stuck. The only expansion potential I have is the PCMCIA thingy but there are hardly any PCMCIA expansions available – why is this?

Bethold Hornby, Devon.

An answer close to my heart (Andy), I've long been campaigning for more PCMCIA products on the Amiga – check out my news column in the July '94 issue. Thankfully, people at last seem to be taking notice and in the last few months we've seen new PCMCIA hard drives, CD-ROM drives, and digitizers. But rest assured we won't stop. As I write this I was also talking to a developer who is now looking into doing a PCMCIA scanner, I'm also trying to persuade another developer to release a modem for this slot.

Watch our news pages for exclusive developments on these and other products as the CU AMIGA PCMCIA campaign continues.

A BIG DRIVE

I am a 12 year veteran of the home computer/console scene and currently own an A1200. Up until now I've really only used the machines for games, but for the past few months I have been seriously considering buying a hard drive, and this is why I'm writing to you.

I recently brought a copy of your magazine, to see what the estranged 'HD' world had to offer, but the sheer number and variety of hard drives has only added to my dilemma. My main (and probably only) reason for needing a HD is that I am currently working on a series of animation shorts and I would like to use the A1200 as a medium. I have played with DPaint 3 & 4 on and off for the past two years but I believe it is time to get serious.

I have between £200/£300 to spend on a HD and my only criteria is that the desired HD should be capable of handling a large number of detailed med/hi res pics at a reasonable speed. I also have a budget for new software (I understand Brilliance is superior to DPaint in many ways).

Could you possibly recommend a suitable external/internal hard drive for my needs and even a few software packages that I may find useful. Any advice would be welcomed.

Marty Maguire, Antrim.

There are three ways of attaching a hard drive to A1200. Firstly, using an internal expansion slot you can plug in a hard drive – these are called internal IDE hard drives. Next, you can plug in a hard drive into the credit card-sized slot on the left-hand side of the A1200. There are currently two such hard drives of this sort, called the OverDrive and the SmartStore. The third type uses an extra interface and is attached using the expansion slot underneath the A1200.

For your needs we recommend the OverDrive as it's very fast and easy to fit. The next consideration is how big a hard drive you need. Hard drive size is measured in Megabytes and the bigger the better, as you can store more pictures. Get as big a unit as you can afford, for your money I'd recommend you get a 360Mb OverDrive from Power Computing (£259, tel: 0234 273000). This is big enough for your needs and fits nicely into your budget. For software we'd definitely recommend *Brilliance*, you should also get Directory Opus which is a must have utility for file handling, and maybe a program for manipulating images and converting between different file formats – which you'll need if you want to go professional, we prefer *ImageFX*.

TAKE MORE RISCS

I read in the November issue of CU AMIGA that Amiga International – if it happens – will set about developing a RISC based Amiga in the next 12-18 months. Could you please tell me if this new chip will be able to run current Amiga software?

I am interested in any new developments that might keep the Amiga afloat, but if these developments will not be able to run any pieces of A1200/A4000/CD32 software, then surely they will not be as popular with current owners wishing to upgrade as I probably will.

I hope very much that the Amiga will continue to thrive but I am sure that it will stand a better chance of doing so with the backing of current owners. If these machines come out as (and when) promised, and with the current Amigas being used as lower-priced back-up then the future looks like plain sailing for Commodore UK and Amiga International.

S. Wilson, Rookley, Isle of Wight.

We exclusively revealed the first details of the Amiga RISC chip in the December issue. As we understand it Amiga International (aka Commodore UK) are not planning to make their new RISC based Amiga compatible with older Amigas. This is simply because you couldn't make a system that uses state-of-the-art RISC chips (giving it frightening power) and at the same time remain compatible with old technology. This is the problem that PCs have, new PCs try to be compatible with old ones but in doing so they can't be too different, as a result PC systems are still based around technology that is 10 years old. Apple have just made such a change and their latest Macs are not fully compatible with older Macs - if you want better computers you have to make compromises. However you can be sure that loyal Amiga software developers will quickly release new versions of your favourite software to work on this new Amiga technology.

A LITTLE CONFUSED

I've had an Amiga (1200) just over a year now and have upgraded with an external disk drive and a Star LC-20 printer. I am also thinking of upgrading with either a CD-ROM drive (Zappo) or a 200Mb (approx.) hard drive but as I am still at school I can only ask for one of them. The problem is that the CD-ROM has better quality and can store a lot more than a hard drive and has great games like Megarace but on the other hand there isn't many, if any word processors on CD.

Now as I have a lot of software on floppy it gets very tedious changing disks and waiting for programs to load but soon the floppy disk may become extinct and everything will go to CD. Please help me! Just what is best for someone like me?

P.S. In school I program in COMAL and was wondering if there are any programs which allow me to program in this language on the Amiga?

Fraser Thompson, Glasgow.

Hmmm, you seem to be a little confused. Just because software is on CD-ROM it doesn't automatically improve (although it can have CD quality sound but this won't effect the software itself). CD-ROM drives also don't store more, you can get hard drives that can do as much or better, but you get more storage space for your pound with a CD-ROM drive. You also mention that you have lots of software on floppy. Firstly it will be a long time yet before software developers stop producing software for the floppy market and secondly you will only be able to use this software with a hard drive – you can't move existing files and programs onto a CD-ROM disc (yet!). Which would be best for you really depends upon what you want to use it for. If you're just playing games a CD-ROM drive is probably better, but if you also do word processing and other 'serious' things you'd be better off with a hard drive.

HARD DRIVE HELL

I own an A1200 fitted with a 1220/4 4Mb RAM expansion and 270Mb hard drive fitted by Trilogic but I have a lot of problems in getting things to run from the hard drive, almost everything requires me to turn off the AGA chips and to use the enhanced chipset and games will not work from the hard drive.

Some AGA games sort of work but there is a lot of graphics problems and the sound often goes weird and it also hangs occasionally. Others work at first but when I try them again they have the same problem that non AGA software has in that they appear to run but the screen is like snow on a TV set but in the colours that should be on the screen, on the non AGA software this is usually cured by turning the enhanced chips on but obviously an AGA game requires the AGA chips on.

Some games simply make the 1200 hang and flash up a software error message like 'press the left mouse button to continue' or something about can't load music .... This seems to be a different problem to the others. Is this just my hard drive or is it a common problem? If it is my hard drive then I assume that Trilogic will fix or replace it but as I have spent the last five months filling it up I wouldn't like to start again. It is not just games that don't work but things like *Sysinfo, OctaMED 5*, The *Advantage* Spreadsheet, G*B Route* etc etc etc! What should I do?

Adam Eccles, Penzance.

It is common problem that many Amiga games will not work with hard drives. Thankfully, however this is starting to change and you should see more games released that offer hard drive installation. As for serious products the ones you name do work from hard drive (we have *GB Route* and *Sysinfo* on hard drives here in the office). Whilst I can't comment about *OctaMed 5*, as we didn't put this version on a cover, *OctaMed 4* - the CU AMIGA version - works on hard drives. Unfortunately you don't say how you are trying to install these programs or explain what the problems are so I can't help much, but if you copy the programs themselves and any libraries, not just the icon files, to the hard drive they should work.

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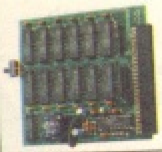


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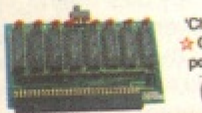
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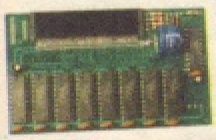
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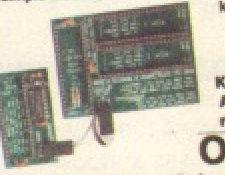
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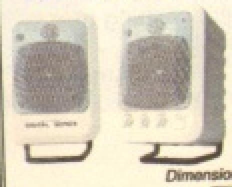
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Everything you ever wanted to know about programming the Amiga (nearly), by John Kennedy.

Help is at hand

Q
Does the Amiga have a built-in programming language?

A
Yes and no. In the good old days, computers came with a programming language as part of the ROM ('operating system' is really too grand a term for the Spectrums and Amstrad CPCs of this world). The programming language was usually a version of BASIC, with some extra commands to deal with the specific features of the computer.

The Amiga does not have a programming language in ROM, but all Amiga's with Workbench 2 or better come with a programming language called *ARexx*.

Q
My Amiga A1200 doesn't seem to have *ARexx*. Where is it?

A
It probably does you know - but there are no manuals for it supplied with the A1200. A slim (but useful) volume on *ARexx* comes with the A4000, but that's hardly a reason to buy one.

Q
Where can I find out more about *ARexx*?

A
There are several books available. One of the best is *Using ARexx on the Amiga* published by Abacus, although there are others, *The ARexx Cookbook* for one. There are also many help files in the Public Domain if you look around.

Q
What can I do with *ARexx*?

A
ARexx is an Interprocess Communication Language, which means it is designed to work with other programs. For example, if your paint program is *ARexx* compatible (or has an ARexx Port) you can use ARexx to create macros – repeat many operations over again.

An *ARexx* program, or 'Script', can also be used to link to separate programs. Many pieces of hardware come with driver software which supports *ARexx*. So for example, you could use your Image Processing program to link directly with a 24-bit graphics card and video digitiser.

Q
Can I write games with *ARexx*?

A
Although *ARexx* is a fully-featured programming language in its own right, it's not particularly fast. You could certainly use it to write a non-action game (for example a text adventure) but it would not be possible to write a fast-moving arcade game with *ARexx*. It is still a useful tool though, and if you can find documentation, it's a good way to learn programming.

Q
What other programming languages are there?

A
Sticking with BASIC-like languages, there is *HiSoft BASIC, AMOS* and *Blitz BASIC II*. Then you have *HiSoft Pascal, Lattice SAS/C* and *680x0 Assembler*. There are other languages in the public domain, including *Fortran*. If there is *COBOL* I have yet to see it - and don't really want to, thank you very much.

Q
Which are best programming languages for games/ serious projects?

A
For games the easiest programming languages are those which include lots of dedicated commands to handle graphics and sounds. *AMOS* and *Blitz BASIC II* are both full of commands to greatly simplify displaying pictures, moving sprites and making noise. Both are extremely fast. Take a look at the CD32 game *Guardian* - it was written by the team that produced *Blitz BASIC*.

If you are still a fan of BASIC, the new HiSoft BASIC is an extremely fully-featured implementation. It supports the Amiga's operating system through the official library calls rather than with gee-whiz commands, which makes it hard work to get special effects from the Amiga's custom hardware. However, it's a good implementation of BASIC.

One of the most popular languages is C. It looks like gobbledegook, and has been described as a macro-assembler, but it's a great way to write programs which run extremely quickly. It's also the language which will get you a job in programming. *SAS/C* now includes C++ as part of it (a more advanced language) and is perfectly fast enough to write arcade games with. Another popular option is the *DICE compiler*, which has recently turned commercial for a lot less than the *SAS/C* system.

Half-way between *BASIC* and *C* comes *Pascal*. The HiSoft version is compatible with the PC standard *Turbo Pascal* and is therefore potentially very useful to students who may find that they have to use *Pascal* as part of their course.

Finally, we have *Assembler* – the ultimate way to program. Learning Assembler is not easy (one mistake and you tend to crash the computer) although with a good assembler (*Devpac* is the only sensible choice) it's not too bad. Programming large projects in *Assembler* is not recommended, although fanatics will swear (rather sadly) that real men don't use anything else. If you need your code to go as fast as possible, and you don't need large complicated data structures or algorithms, then Assembler is the only choice.

Q
Can I use the Amiga hardware directly?

A
Yes you can – you bought it after all, you can do what you like with it. It is possible to write programs which 'poke' (write) values directly into the registers of the custom chips rather than make use of the operating system library calls.

The disadvantage is that you cannot guarantee that your program will run on any other Amiga, or even on your Amiga if you add some extra memory or a new processor. If at all possible you should stick to the Operating System routines, but if you really don't want too, you don't have to get nasty about it. There are plenty of polite ways to make use of the Amiga hardware by requesting resources and always poking in the right places.

Q
Where can I get documentation on programming?

A
There are a few text files in the Public Domain such as *How To Code*, but for best results you should buy the official documentation. The big grey Amiga programming books are extremely useful, and the hardware manual is interesting reading - although extremely out of date now (it's stuck at ECS level in A500+ rather than the AGA level in the A1200) and there are no plans for an updated version.

However, you can get a great deal of information directly from Commodore UK (tel: 0628 770088) who produce a Native Developer kit. For less than £30 you get several disks crammed with essential programming information. Don't leave home without it.



Q
What is an authoring package?

A
Unlike a programming language, an authoring system tries to allow non-programmers to write programs. Packages such as *CanDo*, *Help* (and to a lesser degree *Scala* and *MediaPoint*) provide a point-and-click way of writing programs. You want a picture display? Then load it in and position it.

Need a sample replayed? Click on the loud-speaker icon. Most authoring systems have an underlying scripting language which can achieve some extremely flexible results. Again, don't expect an arcade game creation system: but it is possible to knock-up graphical adventure games, databases, spreadsheets, interactive demos, utility programs ... ■

Amiga Guide Masterclass

You've probably seen them, you've probably used them – now John Kennedy explains how to write them: AmigaGuide documents.

Despite what you might think, Commodore do occasionally have good ideas, and there are three which really stick out when I use my system. The first brainwave was to make *ARexx* part of the Workbench with release 2.04 upwards. As we saw in November's Masterclass, *ARexx* helps make the most of the Amiga's operating system and opens up all sorts of possibilities which other platforms can only dream about.

The second idea was to create Installer – a user-friendly and universally supported program for installing software onto hard disks. Any vendor (shareware, freeware or commercial) can supply Installer and use an easy-to-write script that makes setting up applications and games a pleasure.

The third idea was AmigaGuide - the hypertext, on-line help and documentation system. Now this was a really good thing – at last a standard way of displaying documents without all the silly hassles of using text display programs like *More* and *PPMore*. It's not new - there are similar systems on the PC and Mac, but in typical Amiga fashion, AmigaGuide is the best of the bunch.

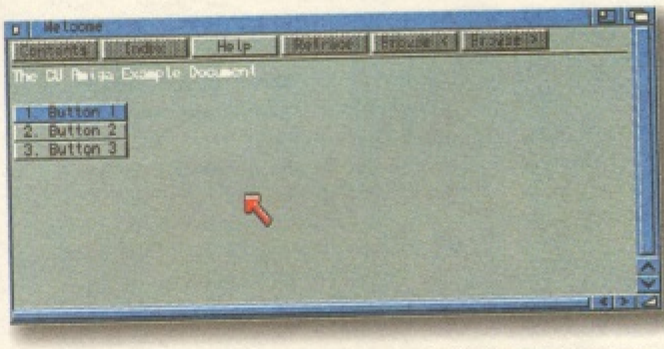
AmigaGuide can be used simply as a text display system, but when you start to use the embedded command codes you can do all sorts – from making on-line help files to interactive stories and even adventure games. I've also seen an Internet Gopher tool written using AmigaGuide.

The 'hypertext' system is growing in popularity all the time: one American company even tried to patent it, which would have been interesting. If you have seen or used *Mosaic, the World Wide Web* browser, you'll have an idea of what is possible.

WRITE YOUR OWN

Writing your own AmigaGuide document is easy, but the first thing to make sure of is that you have the AmigaGuide display program, or you'll be wasting your time. Hunt around on your Workbench 3.0 disks for it, and make sure the Amigaguide datatype is installed - this way you can use Multiview to examine your documents.

If you don't have Workbench 3 (i.e. you don't have an A1200 or A4000 or an upgrade) hunt around for anything that says AmigaGuide on some of your existing software. AmigaGuide looks like figure 1 when it is running. The 'buttons' are added by special codes embedded in the document – an AmigaGuide file is nothing more than a text file with some special codes in it. You can create it with *Ed, CygnusEd, GoldEd* or any other plain ASCII text editor.



▲ **AmigaGuide is an extremely easy to use hypertext system. Many programs use it for on-line help.**

The controls at the top are added automatically by the AmigaGuide system. Normally the window will open on the Workbench, and assume the largest size possible but you can re-size it and push it backwards and forwards as necessary. Here is the text behind that first example.

```
@database "example" @author
"John Kennedy" @(c)
"Copyright _ 1992
Commodore-Amiga, Inc. &
1994 John Kennedy" @$VER:
Example 0.1 (14/10/94)

@wordwrap

@Node Main "Welcome"
@{b}@{fg highlight}The CU
Amiga Example Document @{fg
text}@{ub}

@{" 1. Button 1 " link ex-1}
@{" 2. Button 2 " link ex-2}
@{" 3. Button 3 " link ex-3}

@ENDNODE
```

As you can see, the special AmigaGuide codes appear after the '@' signs. There are two types - commands like 'database' and 'wordwrap', and attributes: which are always enclosed in curly brackets. Some codes are pretty obvious, others need a little more explanation.

The file must start with the Database word. The database is simply the name of the file, and the author (well that's you). This sort of information is only entered once at the start of the file - think of it as a way of keeping track of your AmigaGuide experiments.

AmigaGuide works by creating different 'pages' of information. These pages contain text, but also link to other pages. Whenever you click on the links the relevant page is displayed. It is also possible to move between pages using the buttons at the top of the page, but this is handled automatically.

Each page is called a 'node' in AmigaGuide parlance, and to create one you simply use the command @Node followed by the node name and the title of the new page.

In the example, the Node is called 'Main' because it will be the first page that is display. Always remember to call your first page Main or nothing will be displayed! The title will appear in the title bar of the AmigaGuide window.

Every node must have a matching Endnode, and sure enough, that's the last line in the example. In between Node and Endnode, there are a few tricky looking lines.

The first line after Node isn't so bad when you realise that everything in the curly brackets is a special AmigaGuide attribute code (see the box out for details). You should be able to see that this line switches on bold text, and then alters the colour.

Amiga Guide Options (all versions)

@WordWrap	Switch on word-wrapping facility
@{b}	Switch on bold text
@{ub}	Switch off bold text
@{i}	Switch on bold text
@{ui}	Switch off bold text
@{u}	Switch on underlined text
@{uu}	Switch off underlined text
@{fg <flag>}	Switch foreground text to colour specified by flag*
@{bg <flag>}	Switch background text to colour specified by flag*
@{fg text}	Switch text to normal colour
@Node <name> <text>	Start a 'node' or page of text.
@Endnode	Stop a node.
@{ <text> link <node>	Create a link to a node.
@font <font> <size>	Start use the font with given size
@help	The node displayed when the user presses HELP
@index	The node displayed when the user clicks on CONTENTS
@title	The text displayed at the top of the page.

*** Text options include: Shine, Shadow, Fill, FillText, Background, Highlight**

The text is then displayed on-screen, and the bold and colour modes switched off. It is important to remember that any text that appears by itself, without codes, will be displayed on-screen.

The next three lines are all links to other (currently non-existent nodes). At this point it becomes obvious that planning your document from the outset is important, and it is worth sketching down a few ideas.

Are you going to have the entire thing menu driven from the start? This is quite a good way - all you need to do is create a link to every page in the document, and the user will quickly and easily be able to find their way to it.

Alternatively, you might want to create plain text with occasional words acting as links – this approach is called 'hypertext' or 'non sequential reading' and it is useful when you use a lot of jargon in your work. If the user wants more information, they can click on the high-lighted word and a page containing more information or a definition will be displayed.

Finally, you may want to create gadgets at the bottom of the page for navigation purposes. For example, in a maze game the words would be North, South, East and West and a click on each would bring the reader to a new page containing a new description of your surroundings.

You might want the use to be able to skip several pages by creating a fast-forward and reverse button at the bottom the page.

The best documents are a collection of all three methods. If you have time, it is especially useful if you include an alphabetical index in your document, highlighting all the important words and phrases – more on this later.

ADDING BUTTONS

The first link line in the document looks like this:

```
@{" 1. Button 1 " link ex-1}
```

The text in the quotation marks is the text which will be highlighted on-screen: the text which the user can click on with the mouse. The text after the word 'link' is the name of the node that the AmigaGuide system should move to and display if the text is clicked.

In the following example, if the user clicks on the text '1. Button 1' then the node/page called 'ex-1' will be displayed.

Here is our example again, but this time with a new node which can be jumped to:

```
@database "example" @author
"John Kennedy" @(c)
"Copyright _ 1992
Commodore-Amiga, Inc. &
1994 John Kennedy" @$VER:
Example 0.1 (14/10/94)
@wordwrap @Node Main
"Welcome" @{u}@{fg
shine}The CU Amiga Example
Document @{fg text}@{uu}

@{" 1. Button 1 " link ex-1}
@{" 2. Button 2 " link ex-2}
@{" 3. Button 3 " link ex-3}

@ENDNODE


@node ex-1 "This is Page 1"

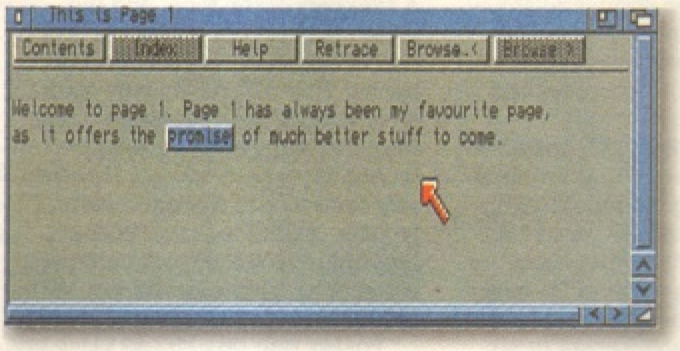
Welcome to page 1. Page 1 has
always been my favourite page, as it
offers the promise of much better
stuff to come.

@endnode
```

You can continue to add more and more pages like this. In fact, you might find it easier to write the text first, and then go back and add all the AmigaGuide codes. There are even some utility programs which attempt to make converting existing documents into AmigaGuide format easier.

Adding links to words which are contained in sentences isn't hard. Here is how to add another link to the word 'promise':

```
Welcome to page 1. Page 1
has always been my
favourite page, as it
offers the @{"promise" link
promise-page} of much bet-
ter stuff to come.
```

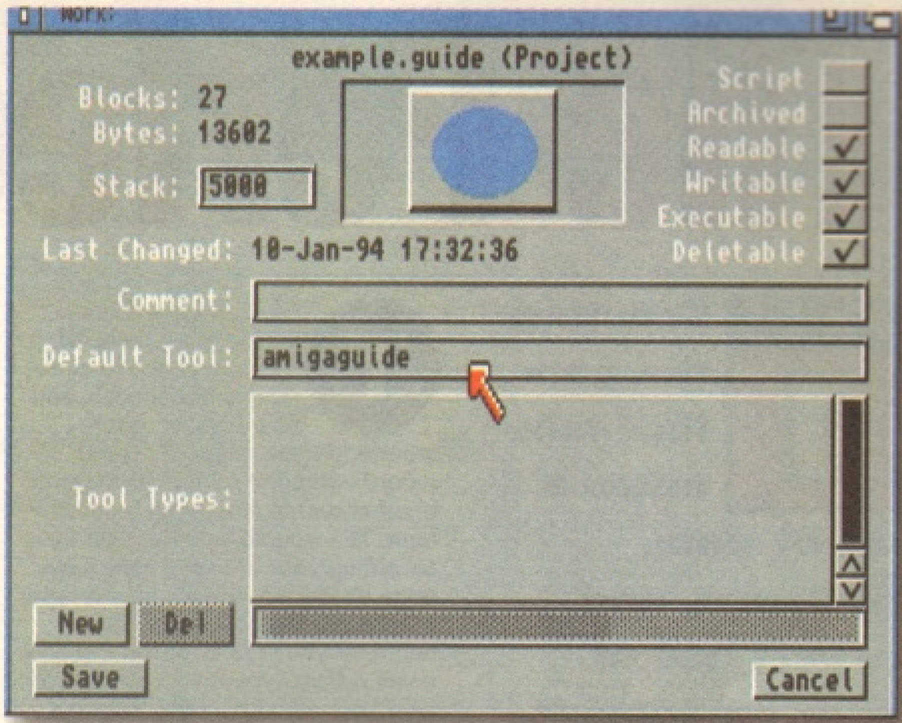


▲ Even words in sentences can be made into links – clicking on 'promise' will display a definition.

You can see that the text 'promise' will become highlighted, and clicking on it will move to the page called 'promise-page'. This is how you can create a list of definitions for words.

Readers who know what the words already mean won't have to re-read tedious explanations, but new users can find out what is going on.

The buttons at the top of the screen include two called CONTENTS and INDEX. The Contents button will light whenever the user moves away from the MAIN page - and if they click on it, the main page will be redisplayed. In this way, no matter where they are in the document, there is always a quick way back home to the start. Likewise, if you create an index page make sure to call it Index. If you do, the Index button will light and the user can move there immediately as well.



▲ Use the Workbench INFORMATION menu option to change the default tool of the document to be AmigaGuide. If this doesn't work, try MULTIVIEW (if you have Workbench 3 and the AmigaGuide datatype installed).

NEW AND IMPROVED

If you are using a newer version of AmigaGuide (v40 or better) there are extra codes available for you to use. To discover which version you have, select ABOUT from the menu. Keep a look out for newer versions of the AmigaGuide datatype on existing software.

As well as extra codes, the improved AmigaGuide can handle pictures and *ARexx* commands as well - which means it can do just about everything. Here are some useful new commands:

@SMARTWRAP is new and replaces WORDWARP. It is better than previous versions, so use it if you can.

@ONOPEN will execute an *ARexx* script when the node (page) is first displayed.

@ONCLOSE will execute an *ARexx* script then the node is closed.

@PLAIN switches off all italic, bold and underlined options quickly and easily.

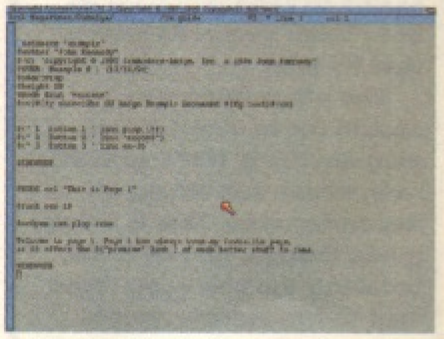
@NEXT @PREVIOUS @RETRACE All are used to provide you with a way of make buttons which emulate the options at the top of the screen.

There are various other options for altering the font, and incorporating graphics but these will have to wait for another time ... in other words, I haven't got them working yet!

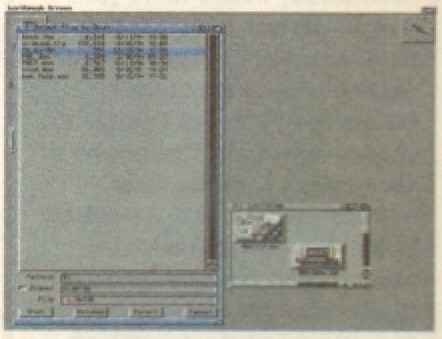
UP AND RUNNING

If you have found the AmigaGuide tool in your workbench directories, you can use it you display your documents. Find the icon for the document, and double-click on the AmigaGuide tool - hey presto, up it should pop.

Alternatively, find the icon for the document and change the tool type to read AmigaGuide. If this doesn't work, try using Multiview instead, as Multiview can read AmigaGuide documents (using the datatype) as well as displaying pictures, animations and sound. In fact, Multiview and Datatype are two more of Commodore's good ideas. So until next month ... ■



▲ Above: here you can see our example in all its glory. Copy the commands exactly when entering.



▲ Take your pick – so many documents so little time.

The Perfect Mix

PART 1 **Creating the perfect mix takes a lot of time, patience, and expert use of your equipment. Tony Horgan has some tips for taking your music out of the backroom and into the real world.**

This is the situation: you've got a piece of music that you're completely happy with, and you want to tout it around friends, clubs, DJs, and record company A+R departments. In other words, you need a demo tape. The trouble is, when you try recording your music to tape (cassette or DAT), it doesn't sound right. Maybe the stereo panning is too harsh, or you lose all of the top end tinkle. Maybe you can't combine all your sounds onto a tape because you don't have suitable mixer and your drum machine is running through a guitar amp. The road to that perfect mix is riddled with pitfalls and potholes.



MIXER OPTIONS

Whether you're using just one Amiga, or a big MIDI set-up, you'll need a mixer of some kind. You can choose from three types of mixer ...

DJ Mixers aren't really suited to mixing different musical instruments. They generally work with stereo inputs, giving no opportunity to adjust the stereo positions of each sound. Many will allow just two stereo signals to be combined at any one time. However, a DJ mixer can be useful as part of the mixing chain, just don't expect it to shoulder the entire mixing burden.

Kam (tel: 0727 840 527) make the cost-effective Made 2 Fade series of DJ mixers (starting with the GM25), which can be trusted for their clean sound quality. On the other hand, Tandy have a wide range of DJ mixers that offer more features for your money, but are more likely to break down. Prices start from around £99 in the Made 2 Fade range, and around £50 for the Tandy mixers.

Cassette Portastudios, otherwise known as four-track cassette recorders, are a better option. These typically have six monophonic inputs (some switchable between line and mic level). These inputs will each have stereo pan controls, so you can place different sounds in various stereo positions. There will also normally be some kind of equalisation (EQ), that lets you adjust bass and treble levels. This could control the whole mix, or they may be separate for each channel. Separate EQ for each channel is an important aid to fighting background noise. A bassline fed through one channel can have all the top end taken off to avoid hiss, while high frequency parts coming through a different channel, can be made to sound brighter by having their treble EQ turned up.

Cassette Portastudios have a tape deck built in. The special thing about these, is that they allow you to record four mono tracks on on standard cassette. They do this by using the stereo left and right tracks of the A-side part of the tape, and the stereo left and right tracks of B-side part of the tape. Hey presto: four tracks! This isn't particularly useful if all of your sounds are running 'live' from the sequencer, as you can record them all in one go. However, if you want to add any other parts (vocals, guitar etc.) once you've recorded the sequenced parts, you can record them over the top, without erasing your sequenced music.

Fostex (tel: 081 893 5111) is one of the main players in here, with prices starting at around £300.

Mixing Desks are the best option, and come in many sizes to suit different tasks and budgets. These will typically offer anything upwards of six mono inputs, while the bigger ones will offer both stereo and mono inputs. In mixer-speak, each input is fed to channel, and the number of channels is described by two numbers, or even three numbers if there's a sub-mix section. For example, a 6:2 mixer has six inputs, which are routed to a stereo pair of outputs. If you spend lots of money, it can get far more complicated than that (24:8:2 for example). However, even on the cheapest mixing desk, each channel should have a volume control, pan control, treble and bass EQ and maybe mid-range EQ, and effect send and return controls. The latter two allow you to be more subtle in your use of effects units, such as reverbs, echoes and so on.

Prices for mixing desks start at around £129 for the Phonic BKX8600 and £199 for the superior BKX 8800. For info on Phonic mixers, call 081 598 8081.

Other good starter mixers include the Makie 1202 which goes for around £300 (tel: 0245 344 001) and the similarly priced Spirit Folio Lite (tel: 0707 665000). ■

STEREO PANNING

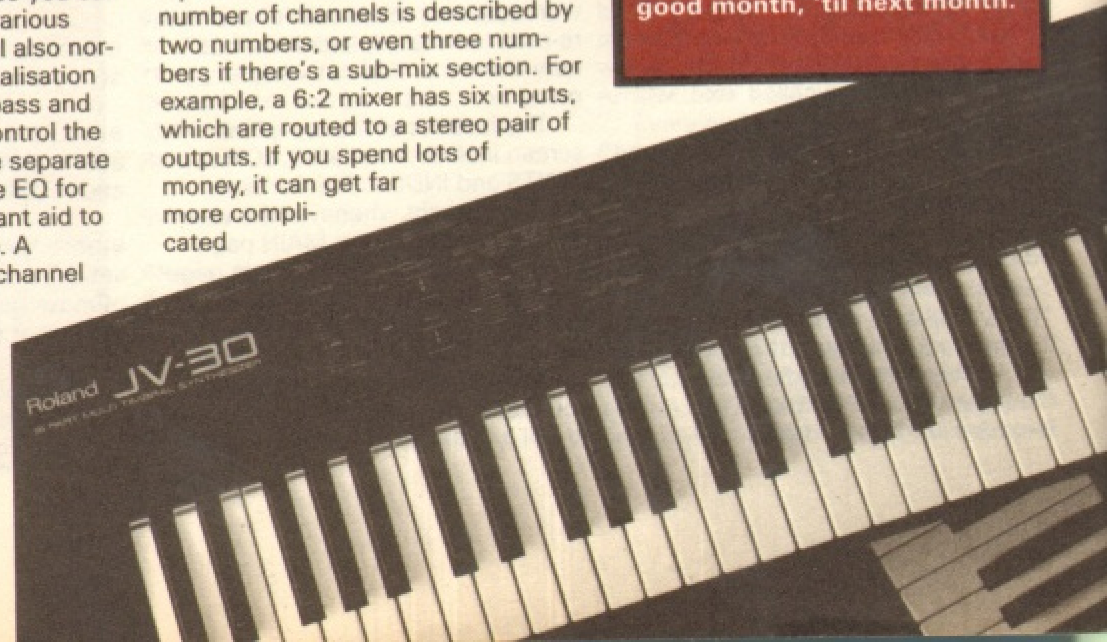
There are a few points to bear in mind concerning stereo panning your sounds. There's the old "put the bass in the centre" chestnut that seems to keep cropping up, but I think everyone knows that by now.

The other thing you should try to avoid, is panning anything 100% to either side, which can sound uncomfortable. This is only a guide though, and as usual, breaking the rules can often lead to interesting results.

Remember that stereo sound sources (such as MIDI keyboards or drum machines) often have just a single stereo jack socket for their output. To get the full stereo effect through a mixer, you'll need to use a stereo input on the mixer or two mono inputs. This means you'll need a lead to split the signal from the stereo jack socket into two mono signals. Tandy should be able to sort you out on this one.

NEXT MONTH

That's the mixers out of the way. Next month we'll take a look at sound enhancers, outboard EQ and effects units, and there'll be plenty more general tips to help you get that perfect mix. Have a good month, 'til next month.



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Backchat

What a fruitful postbag we have this month, bursting at the seams with your rants, raves, ridicules and other things beginning with 'r' that are best left unsaid. On with the mail ...

LAZY PROGRAMMERS

Programmers are lazy! Everyone is slowly being convinced that you need a 68030 AGA Amiga to do what programmers used to do on a 1Mb A500. On one hand, you've got people like the *Super Stardust* programmers who are really pushing back the barriers, and there are some very neat platform games around (*Bubba 'N' Stix, Bubble 'N'* Squeak etc), but then there's also a big trend towards jerky scrolling and very slow joystick/mouse response. I played *Sim City 2000* on an A1200, and it was running like treacle!



THE FAR SIDE By GARY LARSON

"Vera! Come quick! Some nature show has a hidden camera in the Ericksons' burrow! ... We're going to see their entire courtship behavior!"

Everyone says 'Oh the Amiga can't handle it' when they can't be bothered to convert a console game to the Amiga properly. Look at *Aladdin* - lovely graphics ported from the consoles, but what happened to the scrolling? This sort of thing is just another nail in the Amiga's prematurely constructed coffin.

Tom Wainwright, Potters Bar.

Point taken, but we would still like to see more of the top-selling console games coming over to the Amiga. The machine will die for sure if people stop producing anything for it. *Rise Of The Robots* has converted over to all Amigas quite well with little or no changes to any parts of the game.

OCTAMED TIP

I'm an avid reader of your *OctaMED* tutorials, and would like to pass on a small tip concerning November's *OctaMED* feature. When entering chords with the A1200, turn the MIDI keyboard mode OFF. All chords will then enter perfectly. This works fine on my Technics KN400. Hope this is of some help.

E Ash, London.

Thanks for that tip E, although the point I was making concerns entering chords from the Amiga keyboard. This still doesn't work properly on an A1200 regardless of the MIDI setting, as the A1200 has trouble reading more than two keys from the same row at the same time.

FOR FLOPPIES ONLY

I am an A1200 owner, floppy only, (you can get something for that from your doctor – Ed) and a regular reader of CU AMIGA. As a newcomer to computing I would like to thank you for making CU AMIGA so informative and helpful in all areas of computing. I really enjoyed your 101 top tips features in November and would like to comment on tip no 2 using Workbench with no hard drive. Workbench 2.0 and above may find it convenient to enter those resident commands exactly as they appear on ed s:user-startup, so that every time you boot, Workbench is there ready to use.

1. Open shell or CLI
2. Enter 'ED S:USER-STARTUP' (ignore quotation marks) and press return. A new window will open. If this did not already exist, a 'Creating New File' will appear at the bottom of this window.
3. Enter those Resident commands one after the other, pressing return on each entry.
4. To save this file press 'Esc' 'X' 'Return'. Reboot your computer and that's it.

Dennis Ballester, Gibraltar.

Glad you enjoyed the feature and I'm sure there are lots of readers out there very grateful for that handy tip.

CRASH WEIGHT LOSS

I am writing to ask firstly about Creative Reality's *Dreamweb*, secondly about *Rise of the Robots*, and thirdly just to comment on your marvellous magazine. After reading several previews and reviews on *Dreamweb* I drooled a lot and phoned the nearest computer store. They told me that *Dreamweb* is only out on the PC and that it hasn't been made for the Amiga yet! Why?

I noticed the advert for *Rise of the Robots* and would like to know if it is worth buying and could you perhaps provide some screen shots?

Last but not least I would like to say that you have a great magazine and that the only let downs are that there should be more shoot 'em up/beat 'em up demo disks and that every time I read CU AMIGA lose about 10lbs in weight from slobbering in envy at Video Toasters and the like. PS Do you have a release date for *Mortal Kombat 2*?

Mr. Sam Mullins, Wooler.

Yes Dreamweb is a great game and I'm glad to say that it will be hitting the shops at the end of December, or the beginning of January at the very latest. For more information you could ring Entertainment International on 081 343 7337. As for Rise of the Robots – it sure is looking good. Check out page 60 for a more indepth look. *Mortal Kombat II should* be in the shops on the 29th of November.

PCs ARE CRAP

Help! I'm a loyal Amiga owner, but I go to a school full of PC owners who do not seem to like Amigas very much. All they ever talk about is how much faster the PC is than the Amiga 500. I tell them that the Amiga 500 is a very old machine, and to compare a PC against an A500 is not very fair. The worst thing is, they don't know about the A4000/030 which can easily out perform most PCs. I inform them that an unexpanded Amiga A1200 is better than an unexpanded 486, but they find excuses.

Personally, I think that the recent interest in PCs is just a phase, I mean who wants to spend £1,000 on a machine that goes beep. OK the graphics are good but only if you buy a special card which there are many different standards and most are expensive. Windows look crap when

TEAM TALK

With lottery fever gripping the nation, the team prepare to devise ingenious methods to make sure that they come up with the right numbers. Who has the winning strategy? We'll let you, the readers, decide. Answers on a postcard to the usual address and the best answer gets a mystery top-selling game.

ALAN DYKES



Alan's decided to use his gaming expertise to come up the winning numbers for the lottery. He's devised a totally fool-proof method (or so he thinks anyway) of discovering those illusive jackpot-winning digits. It involves a copies of *Cannon Fodder 2, Lords of the Realm, Rise of the Robots* and a photographic memory. Stay tuned for next issue to see if he hit the jackpot and what he's going to do with all that dosh.

LISA COLLINS



Lisa's been experimenting with various ways of hearing 'hidden' numbers in everyday sounds. Inspired by the little dog on the ad who barks out the number seven to his master, Lisa has taken to grabbing various editorial members by the throat to see what numbers their throaty gasps resemble. Apart from trying to strangle the team she's also been listening to the different engine sounds in *Bump N Burn CD32* for subliminal number-like clues.

compared to Workbench, which is a lot easier to use and works very well with DOS. What can I do to show that Amigas are not just games machines (which PCs seem to be turning into lately) but a very user-friendly computer which can do just about anything you want it to.

Philip Heron, Northern Ireland.

Questions to ask your PC owning friends: 1. Why can't they directly address more than 640k memory? 2. So, what's a DMA/IRQ conflict? 3. How's it feel to pay more for the same game as Amiga owners? 4. Why are they still using 10 year old technology? You can then show them full hardware multi-tasking, (currently being sold to PC owners as a major new development – for lots of extra cash of course) which the Amiga has supported as standard since the A1000.

SOME BACKCHAT

I'm not sure about your other 100,000 or so readers but I for one would not like the utility disks to be replaced with PD games as suggested by Marcel Dekok (November CU AMIGA). Maybe he is rich enough to be able to afford all of the programs you give away but I am not. In fact there have been many occasions when I would have liked to buy a particular program but couldn't afford to and luckily it has appeared on your coverdisk. CU AMIGA has gone from strength to strength, unlike other magazines.

On the subject of HD installable games (reference to Daniel Waddington's letter, November CU AMIGA), the piracy argument has been going on for years. I find it ridiculous that after buying a computer costing £1300 the only games I have installed on it are *Birds of Prey, MicroProse Grand Prix, Settlers* and *Ports of Call*. PC owners don't have this problem so why should we?

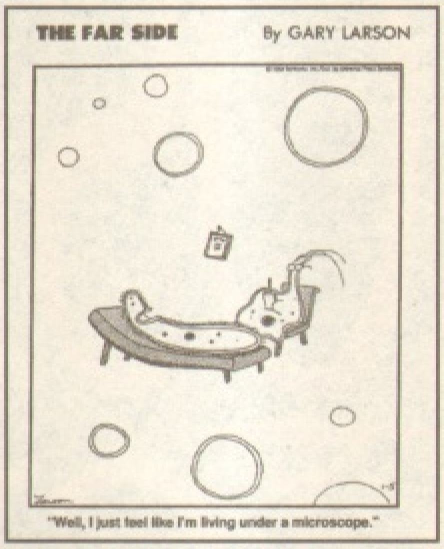
Finally, does *TFX* install on hard disk? From now on I refuse to buy any software which doesn't. Would you recommend Pagestream 2.2 or Pagestream 4 and does the Tandem CD-ROM interface now support Multisession disks (ie photo CD)?

Paul Clark, South Humberside.

You are quite right in supporting our coverdisk policy of giving away good-quality programs and games demos. There's nothing wrong with PD stuff but we want to give our readers the best value for money. If you have a top notch program which would normally cost a £100 or so and a PD utility costing £1.00 or so – which would you prefer. We rest our case.

You'll be glad to hear that most new games coming out for AGA machines are going to be hard disk installable. This is largely due to the increasing quality of graphics and sound which take up quite a few disks. Software companies have realised that is unfair to expect gamesplayers to have to spend copious amounts of time swopping disks. Most publishers we have spoken to including Ocean are now concentrating on ensuring that all their new games are hard disk installable. So yes, TFX will be hard disk installable.

The current version of PageStream (3) has been reported to have quite a few bugs, so for the time being stick with version 2. We'll be reviewing CD-ROM drives soon, and we'll look at multisession compatibility as part of this roundup. ■



"Well, I just feel like I'm living under a microscope."

GET IT OFF YOUR CHEST DEAR
Send your letters to: Backchat CU AMIGA, 30-32 Farringdon Lane, London EC1R 3AU.
•*CU AMIGA reserves the right to edit your letters and assumes that unless stated otherwise all correspondence is for publication.*

Letter of the Month

HELP FOR THE FINANCIALLY-CHALLENGED

With the management buyout looming, I've been reading the comments made by David Pleasance with interest. It is true that the Amiga is developing rapidly, but I must say a word on behalf of my fellow A500 + users. We have seen the advent of CD-ROM, the AGA chipset and all the other paraphernalia and the new Workbench. This has passed us by. But if you phone a shop to find out if you can use these on your machine, or if there is an equivalent, you're told to either flog your old Amiga and upgrade to an A1200, or buy a PC (God forbid). This of course is all very well if you can afford it. In an ideal situation, we would all be able to buy new machines as and when, but in the real world, if just doesn't happen like that. I chose the Amiga for its price, potential and reputation and I have not been disappointed until now. If Commodore are really serious about looking after their existing users then let's have some technology relevant to us, such as a chipset for A500/A500 +/A600 users which will convert to A1200 standards without the need to buy a whole new machine.

The one thing that really does annoy me however, is to hear how brilliant the new Workbench 3 is. The only way I can use this is to shell out £99 which, quite frankly, is a rip off. Of course, you can get this as part of the A1200 package. I am currently saving up for a hard drive, so it's either one or the other. Why does this always have to be the case? The solution to this is for Commodore to have a list of registered users who could buy things like this direct from them at a reasonable price. In the coming months, Commodore, in whatever guise it takes will rely on the loyalty of their users more heavily than before. I understand the need to increase the user base but surely not at the cost of alienating existing users. So come on, lets have a bit more support for those of us who are financially challenged.
Tony Ward, Kent.

The answer to the majority of these questions is progress. Workbench 3 is so good because it isn't held back by the limitation of having to work with older, slower technology, and can exploit the advanced AGA chipset etc. The same applies to the AGA chipset, it can do what it does because it was designed to work alongside fast processors, and 32-bit architecture. Yes it would be nice if AGA chipset upgrades were available for the A500, but if it was it wouldn't be anywhere near as good! You bought the original Amiga because it was such good value for money, well £299 for a 32-bit computer offering near photographic pictures, multi-tasking, etc is even better value (check out similar specification PC prices).

Compared to the cost of upgrading a PC, £99 for an Amiga operating system upgrade is cheap, but it depends on how useful that's going to be to your particular needs. The latest MS-DOS upgrade costs around £60 for this you get just software and manuals – with the Workbench upgrade you also get expensive ROMs. If you want the latest technology you have to spend money to get it. You may not feel that it's cheap, but it is - take it from someone who owns a PC and an Amiga, the Amiga is a cheaper, better value route.

ANDY LEANING



Gripped by lottery fever Andy swiftly disappeared into the nearest cupboard. Strange loud crashing and bizarre whirring noises ensued. Two weeks later, a triumphant Andy emerged clutching his 'Lottery Predictor Machine' (LPM). This contraption was made up of two A4000s glued together running *Easy Leger* and *ProCalc* simultaneously. "Go on try your luck at that", he boasted flamboyantly. We did. It crashed. Ho hum.

TONY HORGAN



As soon as the lottery was announced Tony quickly put on his mum's golden hooped ear rings and best shawl. Now only answering to the name of Mystic Horgan he keeps saying: "Grease my palm with notes stranger and I will tell yee the lucky winning winners." God that boy would do anything for a few extra quid. All because he can't wait to buy that new DAT machine. Or maybe he just likes wearing women's accessories?

HELEN DANBY

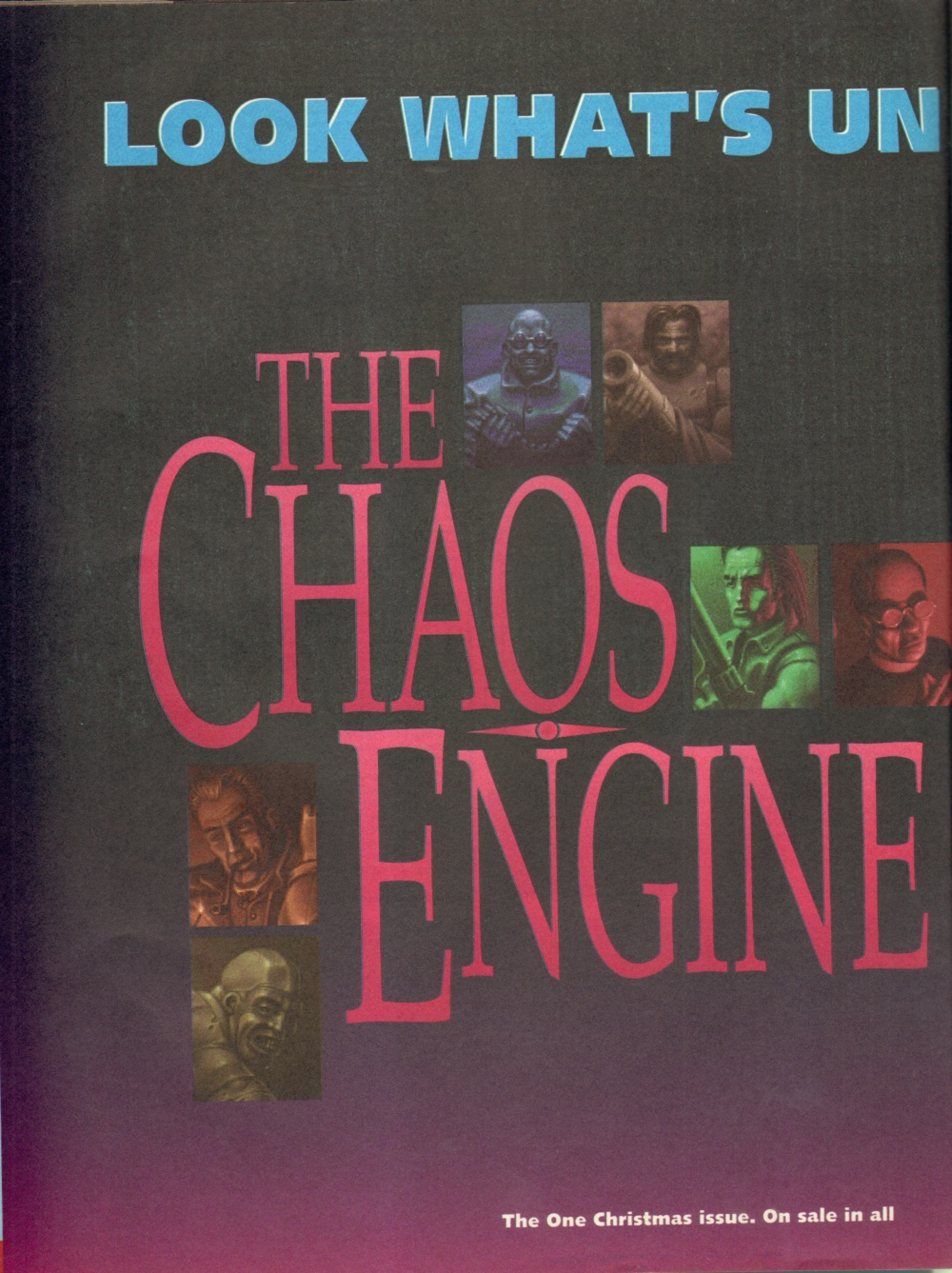


Helen struck up a dramatic pose when we asked her method of choosing lucky numbers. "Well dahling, luvvie, for the lottery I just pick the numbers that the artistic muse tells me to. "Anyway you lot shouldn't be so materialistic. Stop worrying about money and look at all the wonderful colours in the world – they make me feel rich enough." That's a message for us all really. Designer types eh? Strange is the word.

JOHN KENNEDY

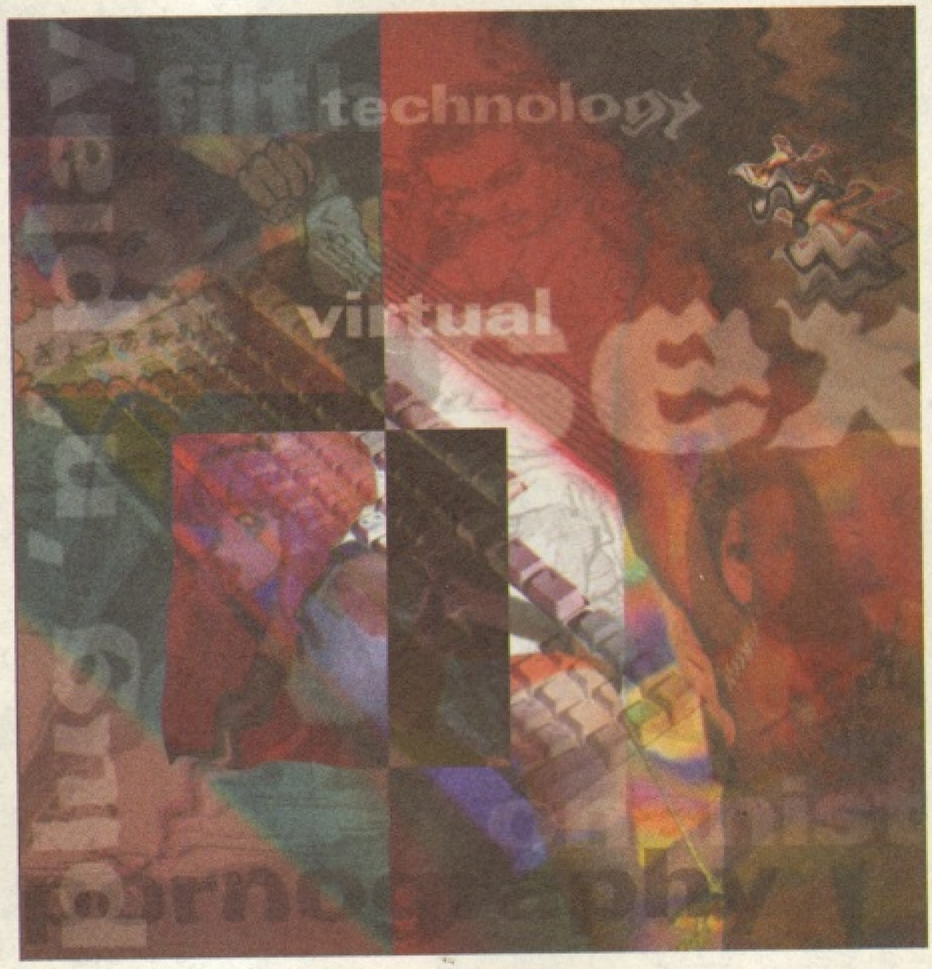


Picking numbers for the lottery is a serious business, said the gruff Irish one. It involves a clear head, good concentration and no distractions. So how does he come up with his collection of numbers? "Oh me, I just go down the local, purchase copious quantities of the black stuff and take it from there." Lisa would like to point out that not all Irish people are Guinness-swilling maniacs. (Oh yeah? – Ed.)



LOOK WHAT'S UN
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Sexual healing



Cybersex is no longer just a dream – it's currently being developed. Dep Ed Lisa Collins has a strong point of view ...

Sex – anytime anyplace anywhere, with your ideal partner. Sounds too good to be true doesn't it? Well, now it could become a reality because this is exactly what Cybersex is offering us. Cybersex is the new happening word for interactive sexual experiences in the virtual world. It's still a long way off before it hits the UK, but in Germany and America tech heads are busily beavering away on all sorts of gadgetry to help you get your kicks in the world of computers. Plans to install a Zyberfantasy ride in new York nightclubs are already underway, so is just a matter of time before companies such as Dateline go out of business as we all walk off into the sunset with our computers?

How do they do that?

Naughty computer games have been around as long as computers themselves. Games like *Virtual Valerie* started the ball rolling, but Cybersex, however, is far more than watching someone else take their clothes off – it's taking the whole thing one step further by making it a totally interactive and realistic experience.

So as the TV programme goes: 'How do they do that?' Well, so far there are two types of Cybersex equipment in development. The basic set consists of a head-mounted visor set and a full body suit. The headset supplies the images and the bodysuit detects and simulates body movement with sensors and small electrical charges, which, by responding to tactile pressure, enable you to 'feel' as if you are in another place or environment. Another off-shoot which is in development is a more condensed version of the bodysuit which consists of sensor pads only, concentrating on the erogenous zones.

Just think about it. No more having hold your stomach in or positioning yourself so your partner can't see any stretch marks, cellulite, the boil on your bottom etc. Apart from the obvious AIDS-free benefit, the main arguments for cybersex run along the lines that it will encourage people to become more and more confident and explore their sexual needs and desires. Men better watch out: women might become even more assertive in bed, demanding more from foreplay than the old favourite "brace yourself, I'm on my way!" routine.

Another argument in favour of Cybersex suggests that it would be a way of helping anyone with psycho-sexual problems allowing them to overcome their fears in a safe environment. Some theorists have put forward the idea that Cybersex would be ideal for anyone whose enjoyment of sex is marred by severe physical disability, and who might feel more comfortable engaging in sex in the virtual world.

Virtual Exploitation

The aforementioned arguments for Cybersex are fair enough as long as the participants are willing. This would be the case when Cybersex can involve two people wearing body suits simulating sex with one another. I have no problem with this side of Cybersex . Two consenting adults can do whatever they damn well like with each other as far as I'm concerned.

However, where I do have a problem with Cybersex is in the case of people using disturbing illegal hard core pornography to indulge their sexual fantasies. Digusting, illicit and illegal material has long been floating around on various bulletin boards, slipping through the censor net and easily available for anyone to download virtually undetected. As Cybersex is thought to eventually offer one-on-one interaction with a whole host of computer imagery, I find the possibility of people being able to use such gross images through Cybersex highly offensive and worrying.

One of the arguments in favour of Cybersex suggests that it would be an outlet for exploitative and illegal sexual behaviour and might prevent it occurring in the real world. I disagree with this and believe that acting out certain types of fantasy through Cybersex would only whet a pervert's appetite to carry it out in reality. It wouldn't serve as an 'exhaust valve' it would merely re-inforce the 'normality' of the act in their minds and create a desire to perpetrate it.

The best policy has to be to try and prevent any possible use of Cybersex for exploitation or degradation. How? I don't know. But we have to start looking at methods now.

However most conjecture about its form and validity are irrelevant until it actually arrives and we can see for sure what shape it is taking and what it is really capable of. Of all the companies I spoke to while researching this report none were specific about exactly what they were developing.

One thing is certain though: as ever in the sex industry, it will cater for men's needs first and then pay lip service to women's later. The New York Zyberfantasy unit mentioned earlier is said to be for heterosexual men only initially, with plans to develop it for women and the gay community later. We wait to see the outcome. ■

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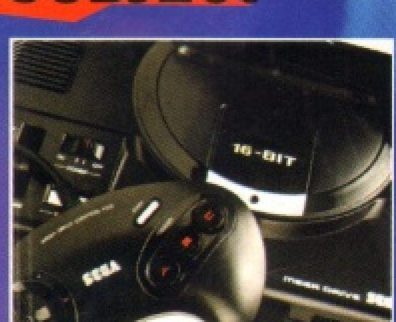


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